

No 3

FUSION



THE PENUMBRA

WRITE TO: ECLIPSE COMICS - P.O. BOX 1099 - FORESTVILLE - CALIFORNIA - 95436

ON THE RACKS

SCOUT no. 18

Scout and Monday go to Las Vegas, where Scout is re-united with Missy and Guitar Man.

ALIEN ENCOUNTERS no. 12

Four science fiction tales to take you across the last horizon!

THE DREAMERY no. 3

A new story featuring the centaurs from issue no. 1. Plus, "Alice in Wonderland."

CAPTAIN EO 3-D

Adapting the wildly successful George Lucas/Francis Coppola/Michael Jackson/Kodak/Walt Disney Productions 3-D movie!

AXA Vol. 8

Two more complete AXA stories from the amazing British newspaper strip.

AIRBOY nos. 19 & 20

The celebrated return of an army of Airboy's most asked-for villains—"Rats!"

ZOONIVERSE no. 5

As the plot unfolds, we discover the mission was a set-up. The Patrol is on its own!

BULLET CROW,

FOWL OF FORTUNE no. 2

Continuing the classic run of this excellent strip from the pages of *The Comic Reader*.

OVERLOAD no. 1

Comics best humorists join forces to bring you this special potpourri of laughs.

TALES OF THE BEANWORLD no. 6

The Boom'rBand goes wild! A new dance craze sweeps the Beanworld!

THE NEW WAVE VS.

THE VOLUNTEERS 3-D no. 1

The New Wave's search for the missing Dot leads them smack into the Volunteers.

MR. MONSTER no. 9

Doc Stearn takes a vacation, which proves to be more stressful than expected.

WHODUNNIT? no. 3

Be the first to answer the question "Who Offed Henry Croft?" and WIN ONE THOUSAND DOLLARS!

FLOYD FARLAND, CITIZEN OF THE FUTURE

Explore a world in which every citizen conspires against the totalitarian government—except one man!

ENCHANTER no. 1

Markisham stands up to his evil father and discovers his immortal powers. But on Mid-Earth, who will pay the price?

VILLAINS & VIGILANTES no. 3

The Crusaders launch their assault against The Crushers, who have captured the Crusaders Citadel.

CROSSFIRE no. 21

Jay Endicott learns the story of a man who lives his life decidedly out of sequence.

PORTIA PRINZ

OF THE GLAMAZONS no. 3

The Pro-Tech Conspiracy Group forms as the Technology Crisis threatens Glamazon Island's new queen, Portia Prinz.

PAPER DOLLS FROM THE COMICS

Presenting a collection of paper dolls which originally appeared in rare newspaper comic strips decades ago. Edited by Trina Robbins.

AS FORETOLD: Like i said in the last Penumbra, this time i'm gonna tell you all about our new offices. Of course, if you read **The Comics Buyer's Guide** or **Amazing Heroes**, which carry **Page Nine** and **Fit to Print**, you already know about this stuff, and maybe more than you even wanted to know, come to think of it.

Anyway, it is now early March in Real Time, and we have moved into our new, improved, unfloodable offices in Forestville, California.

Forestville is about an hour and a half drive north of San Francisco, on Highway 116, near the Russian River (but not too near). We have a little two acre remnant of one of the early farms in this area, complete with ten-room Victorian house, ancient olive, apple and fig trees, and a falling-down barn. The offices are in what used to be a big garage-workshop building. We have insulated, sheet-rocked, floored, wainscotted, carpeted, and aesthetically improved this structure 'til even its own mother would not recognize it on the street. It looks nice enough to live in, and since work is how most of us spend most of our lives, it is also good enough to work in.

The walls have been painted a light cream colour which the Pittsburgh Paint Company chooses to call "Silkspun," and the window mouldings are what they call "Light Celadon." This latter colour is known to deco-streamline-moderne collectors as "Depression Green" or "Nile Green" or "Lettuce Green."

Now, although the "Silkspun" paint is approximately the colour of an unprocessed silk-worm cocoon, the so-called "Light Celadon" is neither Celadon (a gray-green pottery glaze), depression-provoking, the colour of any known river including the Nile, nor the colour of lettuce of any variety whatsoever.

And yes, i thought that you might find that as odd as i find it. Could be wrong, though. You might be colour-blind.

To complete this little inventory of colours, i should note that both the exposed pine ceiling beams and the knotty pine wainscoting are stained to a reddish oak tone, to match the oak flooring and the multitude of antique oak desks, chairs, cupboards, art chests, and filing cabinets amongst which we toil like loggers in a stylized forest. There is one lone non-oak item, a magnificent nine foot tall and seven foot wide chestnut wood apothecary's storage cupboard. This 100 year old monster is filled with office supplies and stationery. It dominates the room in a kindly, wooden way.

So much for the **Architectural Digest** angle on our new digs. What counts is that we're here now and you ought to note our new address and phone number.

The mail comes to:

ECLIPSE COMICS

POST OFFICE BOX 1099

FORESTVILLE, CALIF. 95436

If you have to telephone us, our number is (707) 887-1521.

If you want to visit us in the flesh, call Traci at the phone number above and arrange to drop by in the afternoon when someone will be able to spare a few minutes to show you around the place, give you a free comic book and send you back into the world able to identify "Light Celadon" paint instantly.

BCNU!

catherine yronwode
⊕

THE PLACE: JUST OFF THE COAST OF GLASS HALL, ONE OF THE TWO MAJOR CITY-STATES ON THE PLANET SKELOS.
THE TIME: JUST AN HOUR BEFORE CAPTAIN INDIO TREMAINE WILL BE ASKED TO BETRAY HER FRIEND AND FORMER LOVER, COMMANDER JAGGER, LEADER OF THE MERCENARY FORCES SERVING T'KOP, RULER OF GLASS HALL. THE EQUATION IS A SIMPLE ONE: JAGGER BETRAYED, OR A SLOW DEATH FOR HERSELF AND THE CREW OF THE TSUNAMI.

SUCH CHOICES ARE NEVER EASY. THIS ONE IS SHEER MURDER...

THIS IS INDIO TREMAINE, CAPTAIN HR TRANSPORT TSUNAMI, REQUESTING CLEARANCE FOR LANDING.

"THE SOULSTAR COMMISSION"
PART III

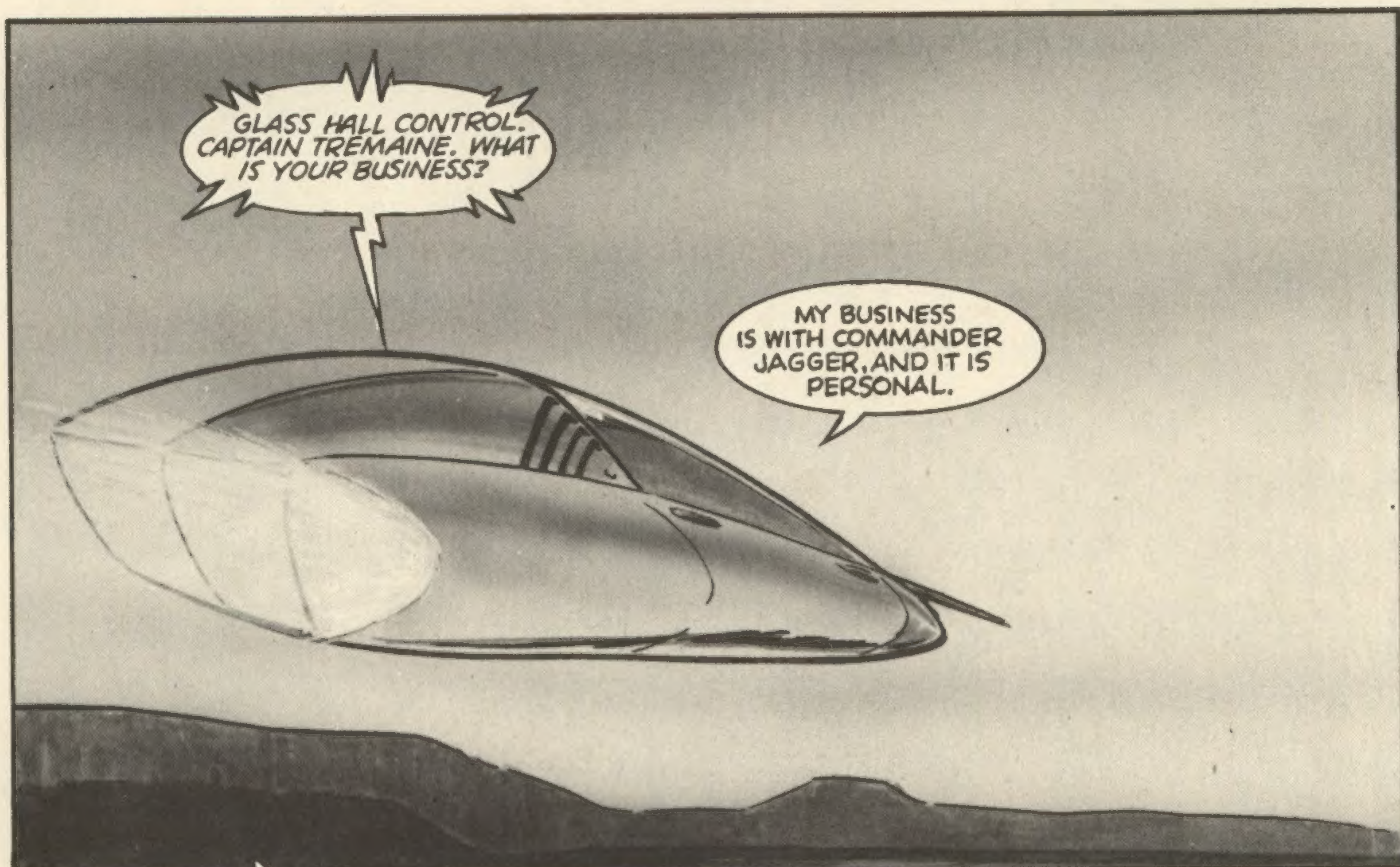
STEVEN BARNES
WRITER

STEVE GALLACCI &
LELA DOWLING
ARTISTS

L. LOIS BUHALIS
LETTERER

LETITIA GLOZER
EDITOR

LEX NAKASHIMA
CONCEPTUAL
EDITOR

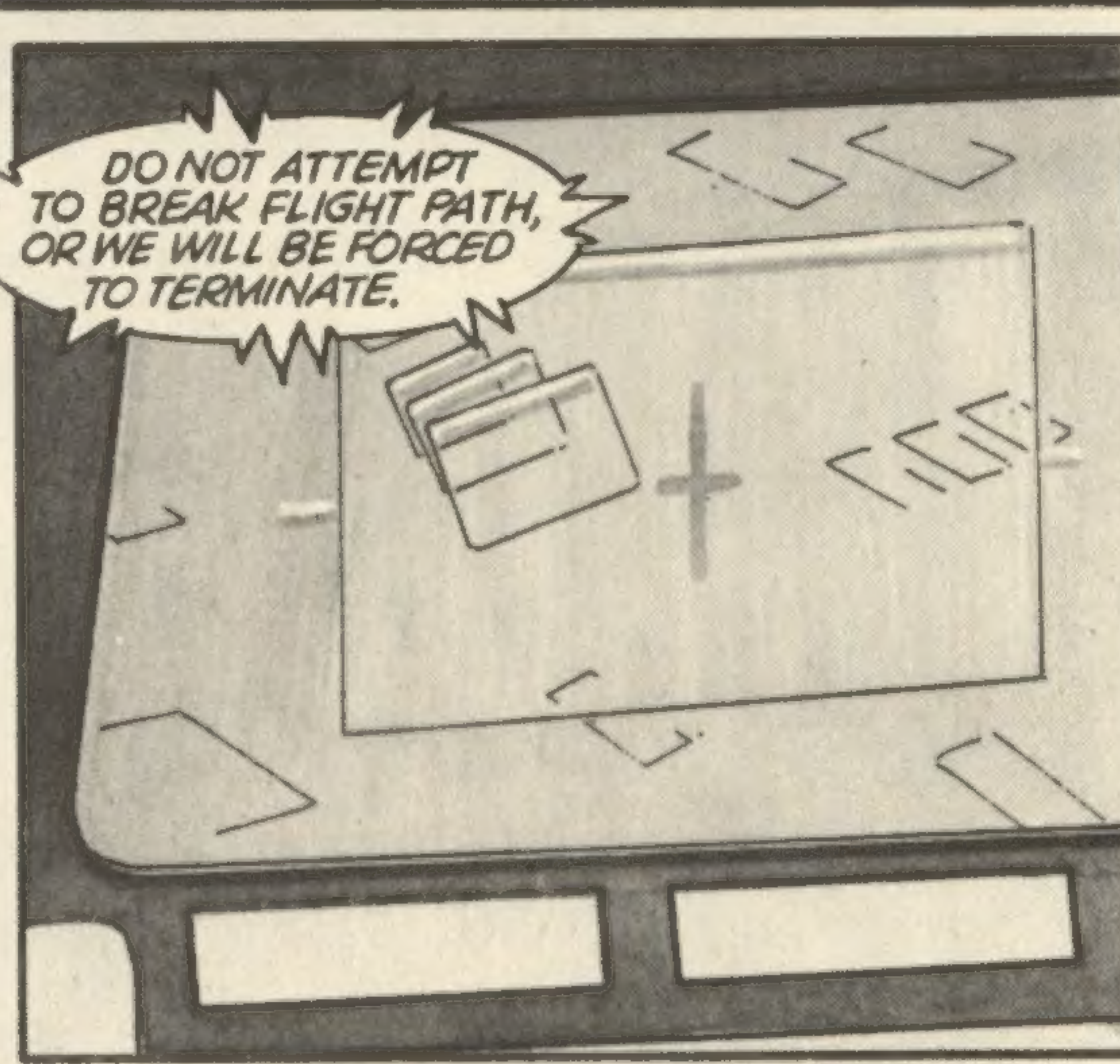


GLASS HALL CONTROL.
CAPTAIN TREMAINE. WHAT
IS YOUR BUSINESS?

MY BUSINESS
IS WITH COMMANDER
JAGGER, AND IT IS
PERSONAL.



WE HAVE A CODE
THREE CLEARANCE FOR YOU
ALONG CORRIDOR ALPHA
ALPHA ZED.



DO NOT ATTEMPT
TO BREAK FLIGHT PATH,
OR WE WILL BE FORCED
TO TERMINATE.



*DON'T WORRY, I'M COMING IN SOFT.



INSTANT HEART ATTACK. DEATH IN THIRTY SECONDS FOR AN UNMODIFIED HUMANOID.



NOT MANY OF US LEFT, JAGGER, AND THEY'RE TURNING US AGAINST EACH OTHER. THAT'S WHAT IT COMES DOWN TO.



CAPTAIN TREMAINE?

AT YOUR SERVICE. I'M HERE TO SEE JAGGER.

HE HAS LEFT ORDERS FOR YOU TO BE BROUGHT TO HIM IMMEDIATELY.



IS THAT ALL? I'M SURPRISED.



AND THAT WE SHOULD REMEMBER YOU'RE A KARITHAK...



...IN A GOLDFISH SKIN.

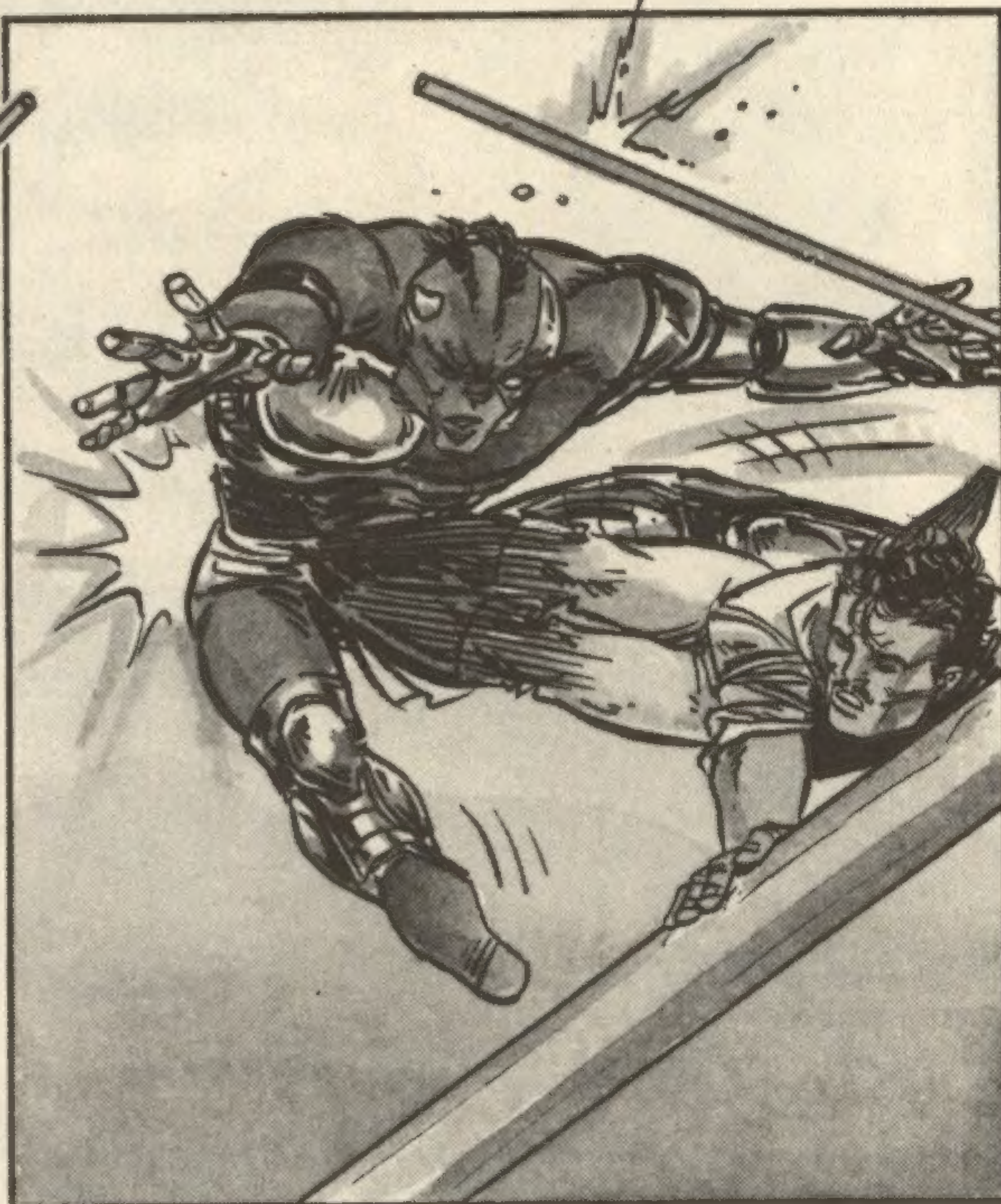
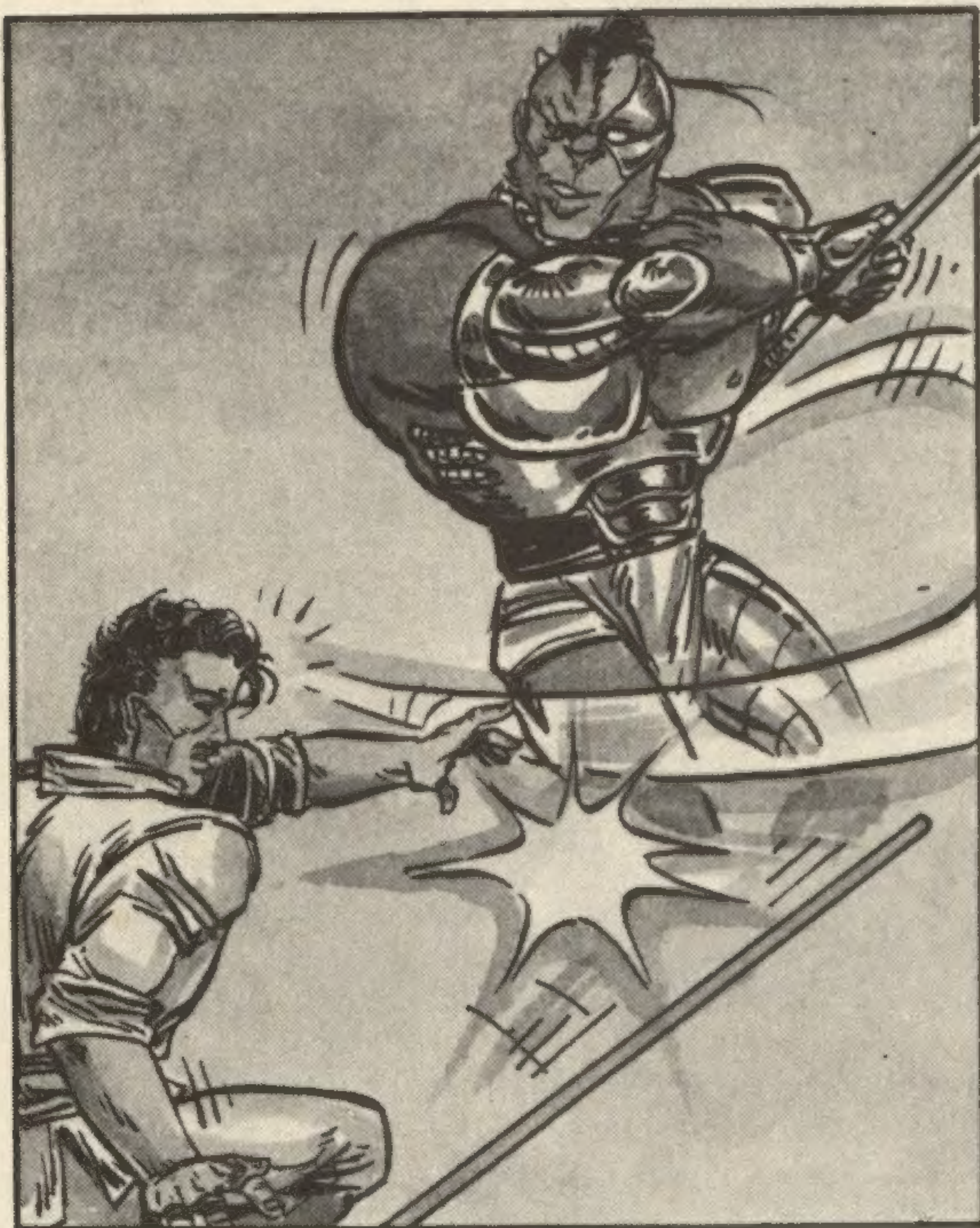
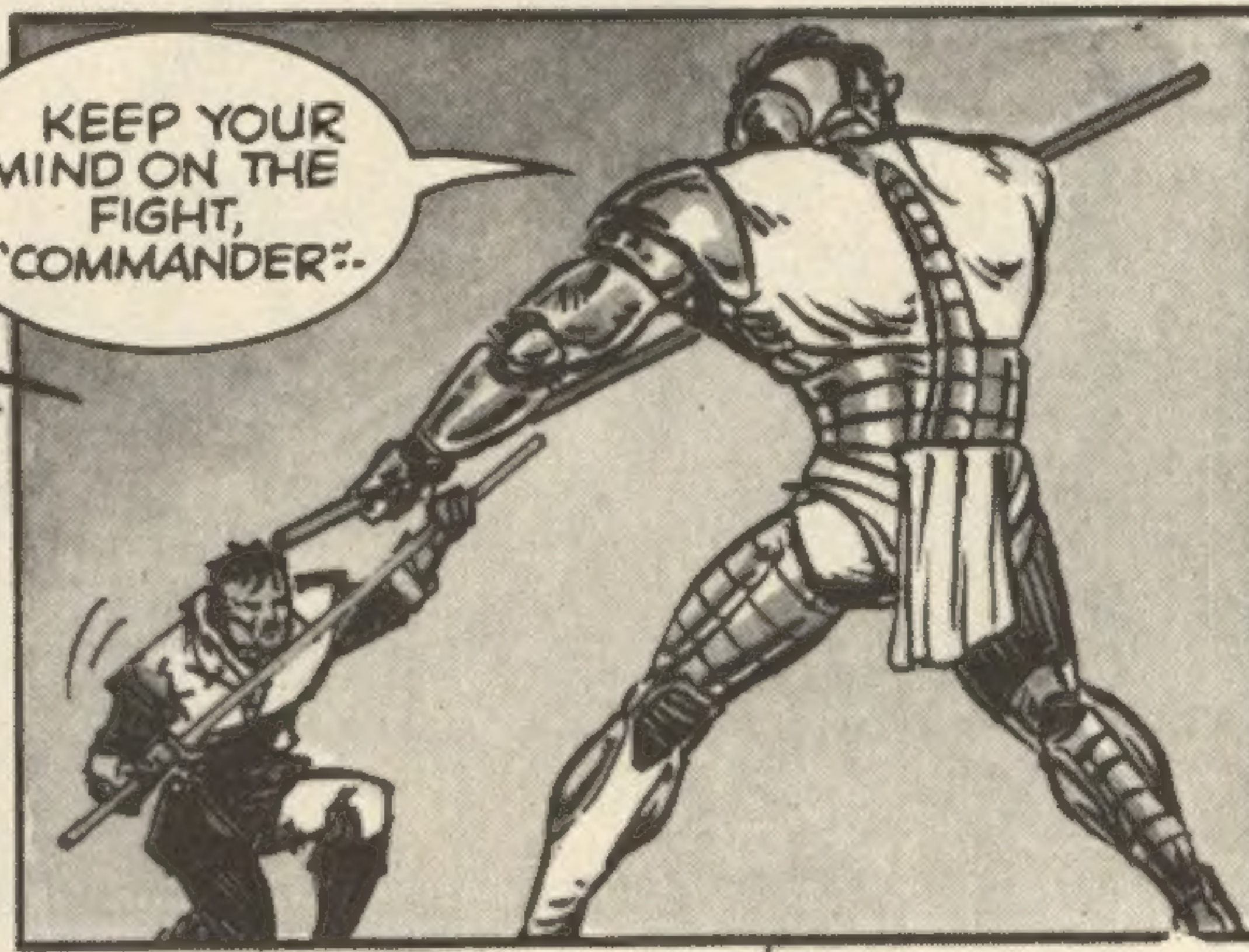
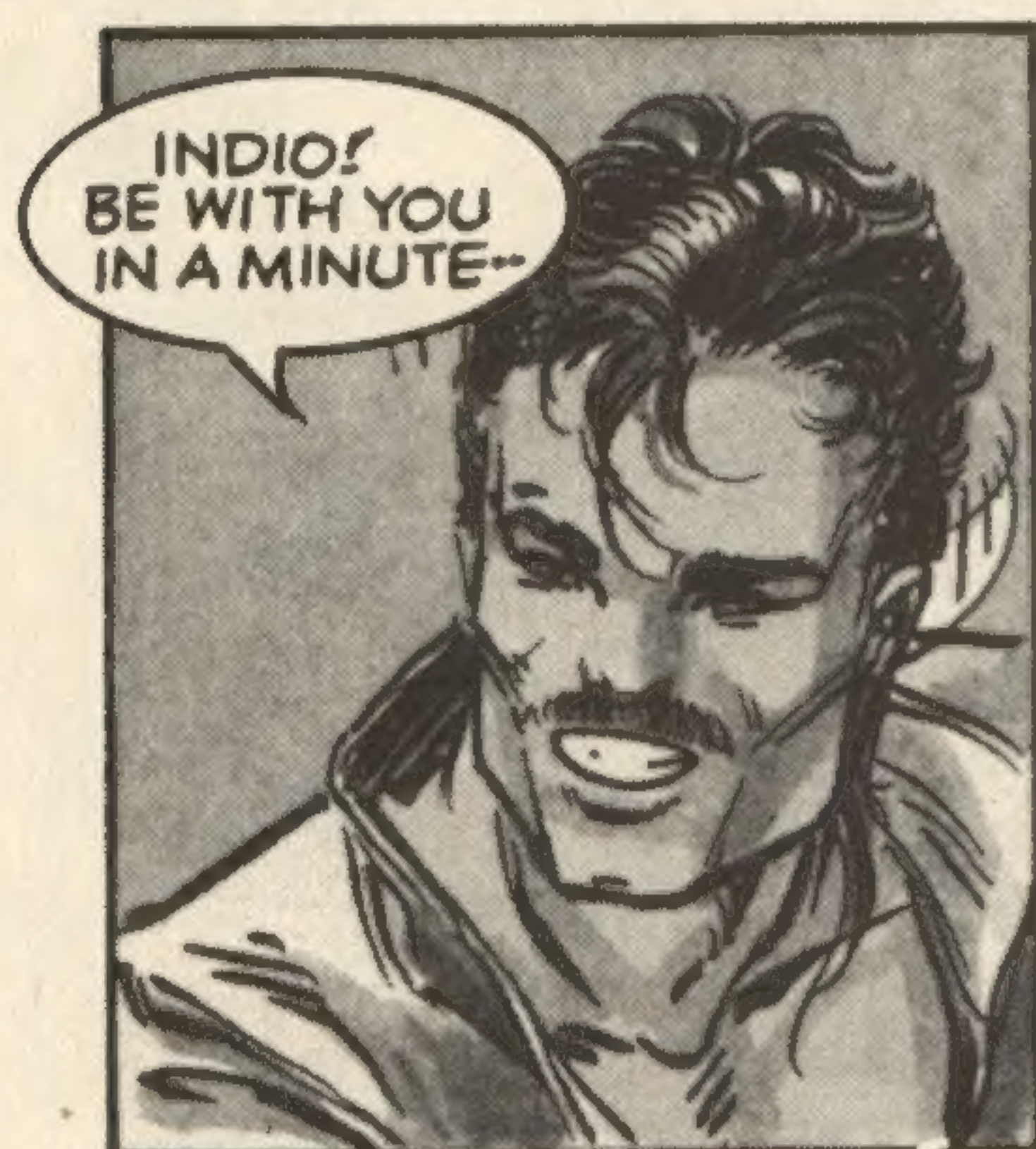
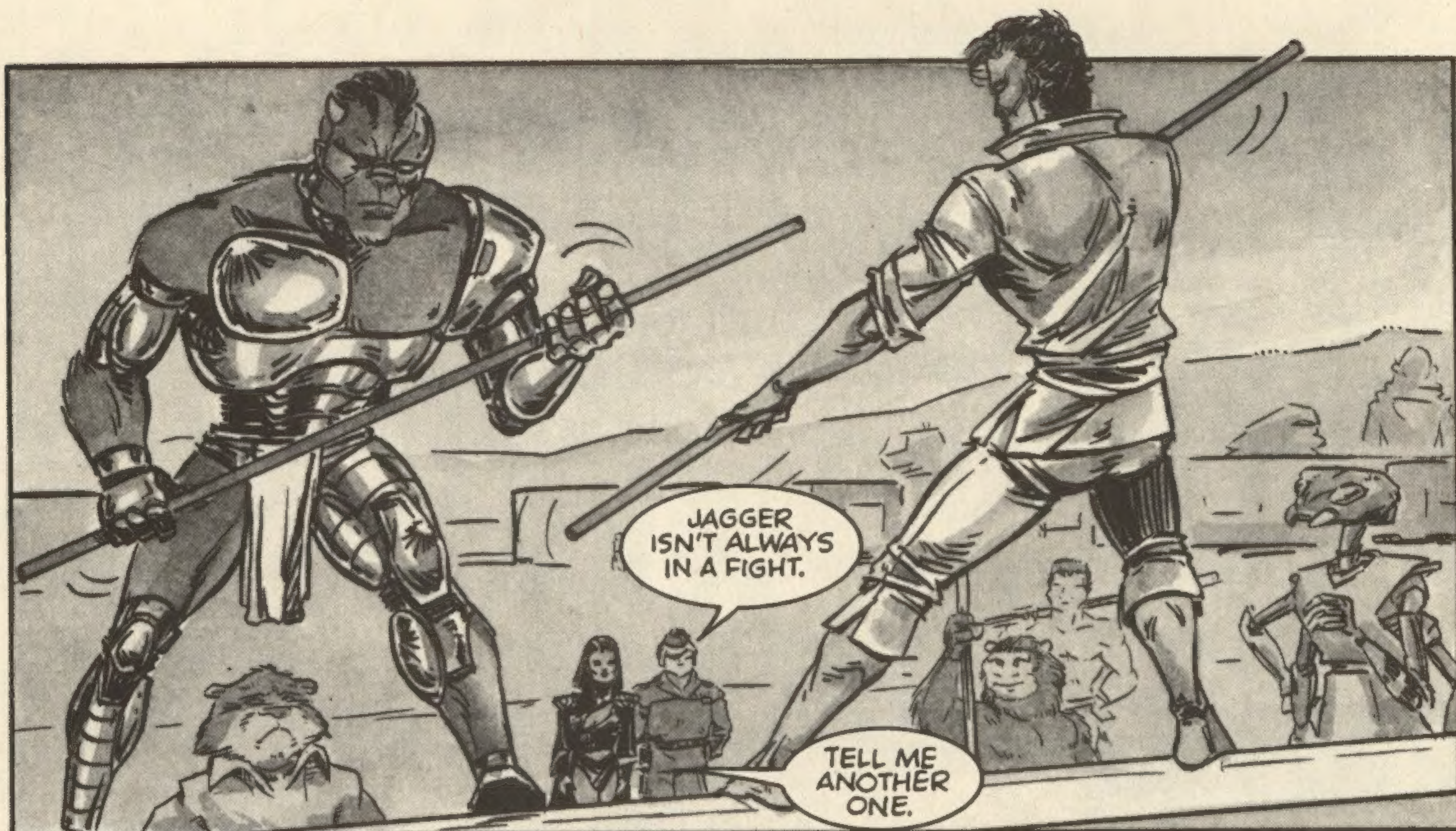
THAT'S MORE LIKE IT. DON'T WORRY. I DON'T BITE.

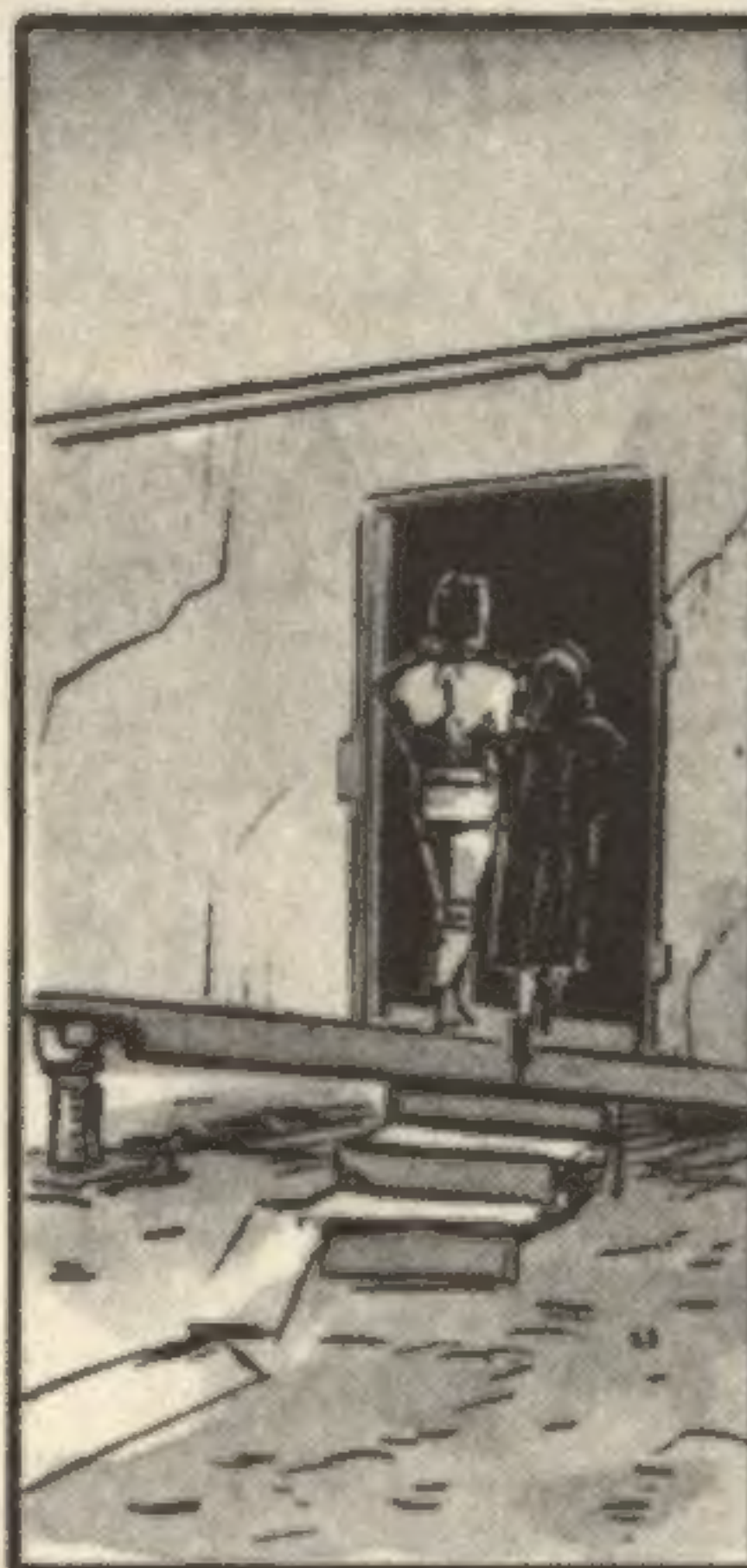


A LOT OF YOUR GEAR IS NON-STANDARD. MINING RIGS, AGRICULTURAL EXO-SKELETONS, ADVERSE-ENVIRONMENT GEAR. I DON'T FIGURE IT.

WHAT?

WHAT JAGGER IS DOING HERE. I WOULDN'T CALL THIS COMBAT READY.







SO, WHAT DO YOU WANT?

WHAT IF I TOLD YOU THAT THE TSUNAMI IS AVAILABLE FOR HIRE?

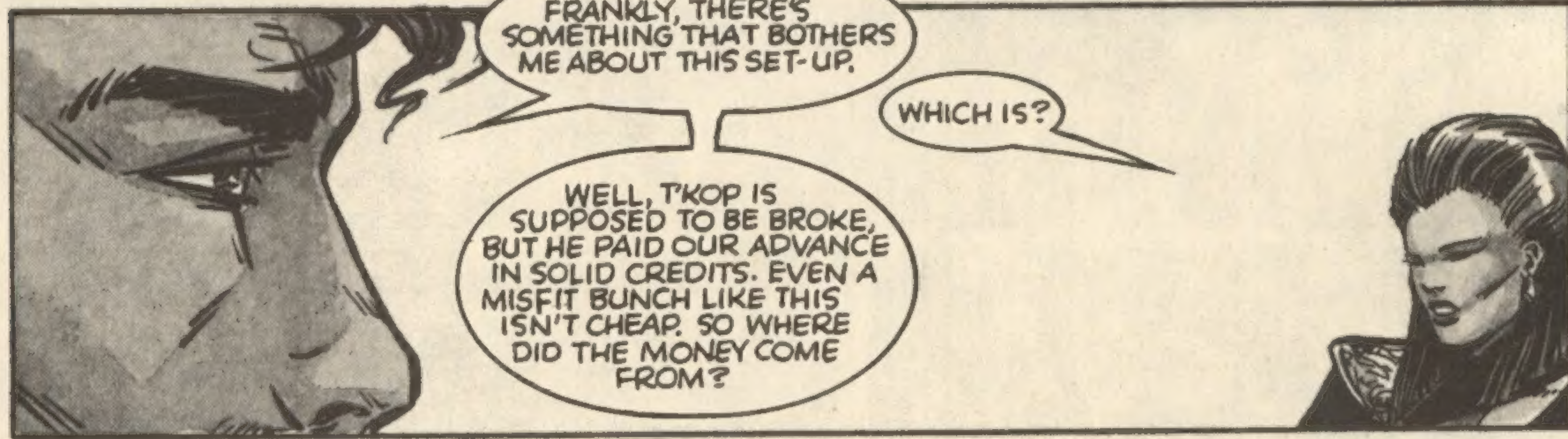
AND HER CREW?

SHE DOESN'T FLY EMPTY.



I'D FIND THAT INTERESTING. VERY. WOULD YOU AND DOW AND, SAY... HERRICK BE AVAILABLE IN A LEADERSHIP CAPACITY?

THAT'S NEGOTIABLE WITH PRICE.



FRANKLY, THERE'S SOMETHING THAT BOTHERS ME ABOUT THIS SET-UP.

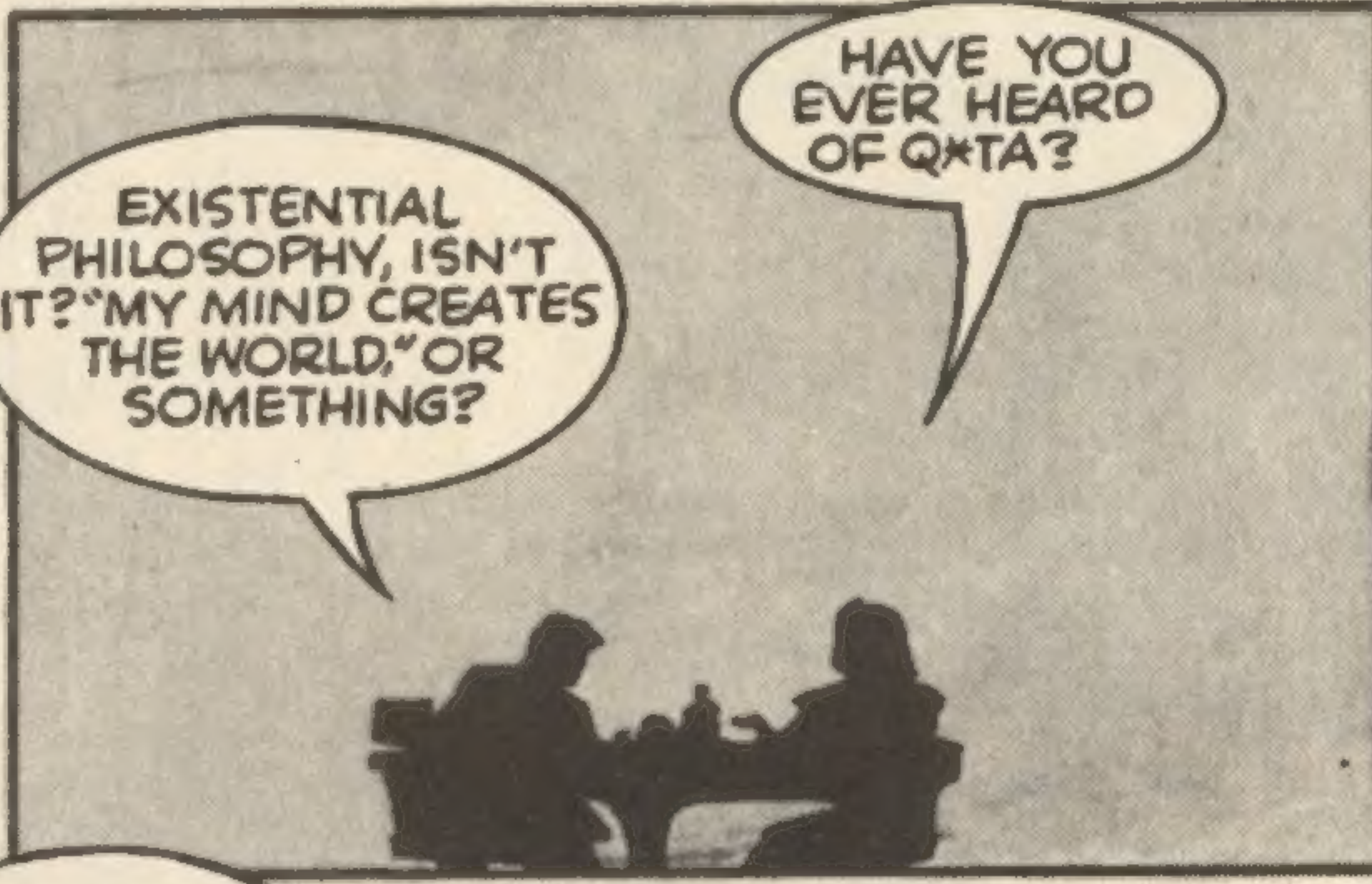
WHICH IS?

WELL, T'KOP IS SUPPOSED TO BE BROKE, BUT HE PAID OUR ADVANCE IN SOLID CREDITS. EVEN A MISFIT BUNCH LIKE THIS ISN'T CHEAP. SO WHERE DID THE MONEY COME FROM?



JAGGER, HAS IT OCCURRED TO YOU THAT T'KOP MIGHT NOT INTEND TO PAY OFF?

DARLING, NOBODY STIFFS JAGGER. DO YOU REMEMBER THE WELL WAR?

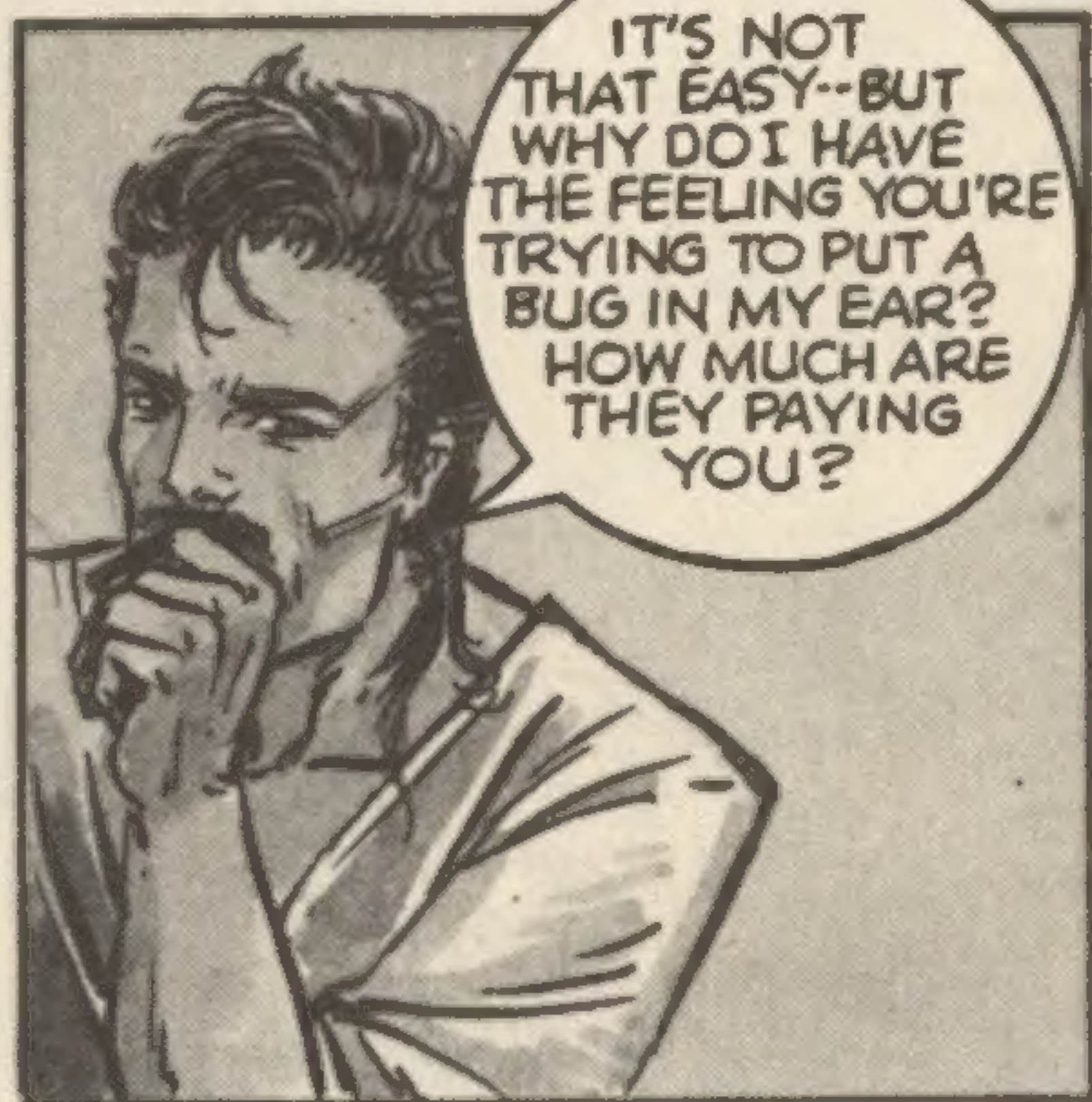


HAVE YOU EVER HEARD OF Q*TA?

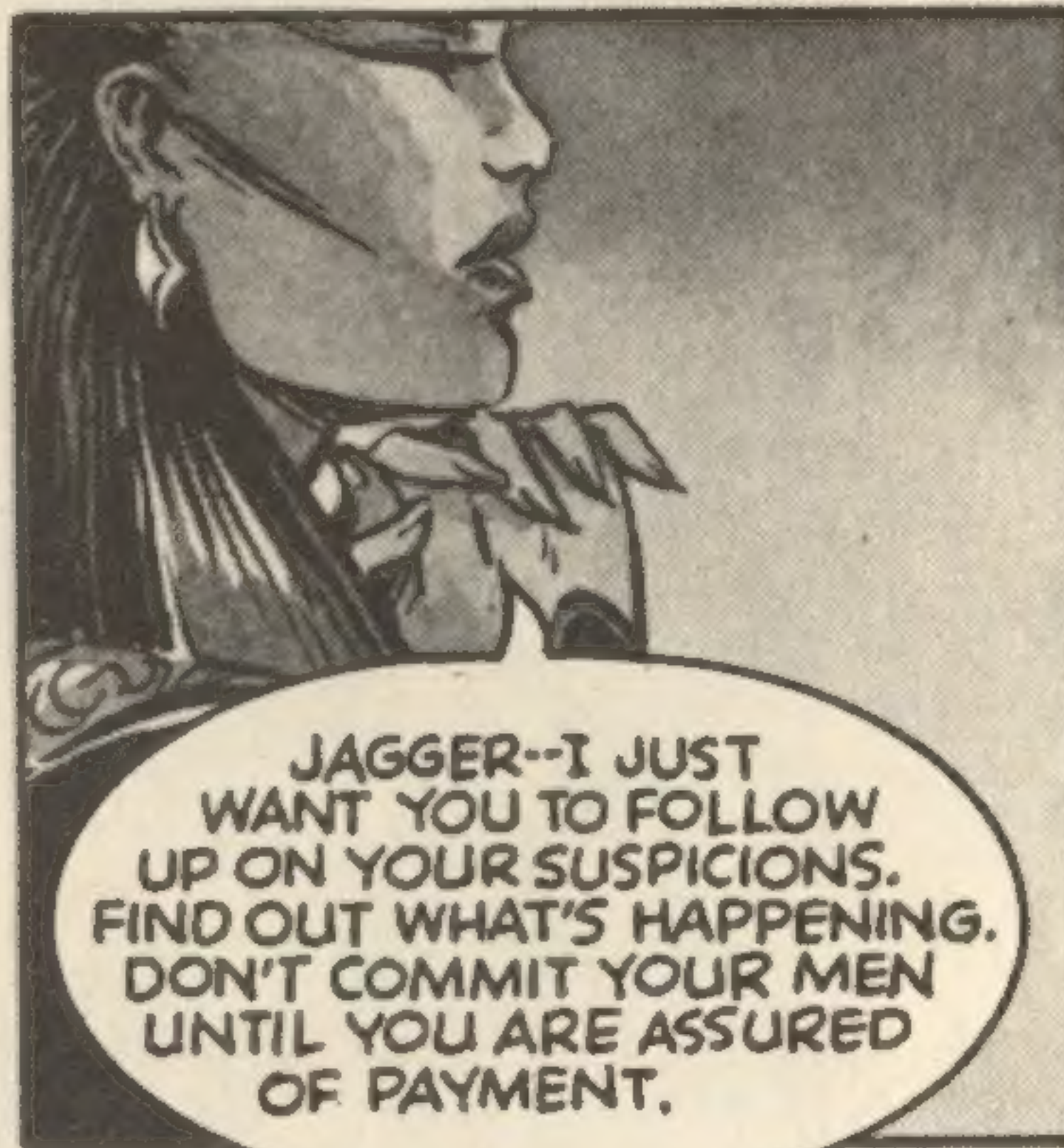
EXISTENTIAL PHILOSOPHY, ISN'T IT? "MY MIND CREATES THE WORLD," OR SOMETHING?



FOR T'KOP, IT'S NOT AN ABSTRACTION. ONCE YOU'VE DONE THE JOB, HE'LL MAKE YOU DISAPPEAR.



IT'S NOT THAT EASY--BUT WHY DO I HAVE THE FEELING YOU'RE TRYING TO PUT A BUG IN MY EAR? HOW MUCH ARE THEY PAYING YOU?



JAGGER--I JUST WANT YOU TO FOLLOW UP ON YOUR SUSPICIONS. FIND OUT WHAT'S HAPPENING. DON'T COMMIT YOUR MEN UNTIL YOU ARE ASSURED OF PAYMENT.



WHY SHOULD I BELIEVE ANYTHING YOU SAY?



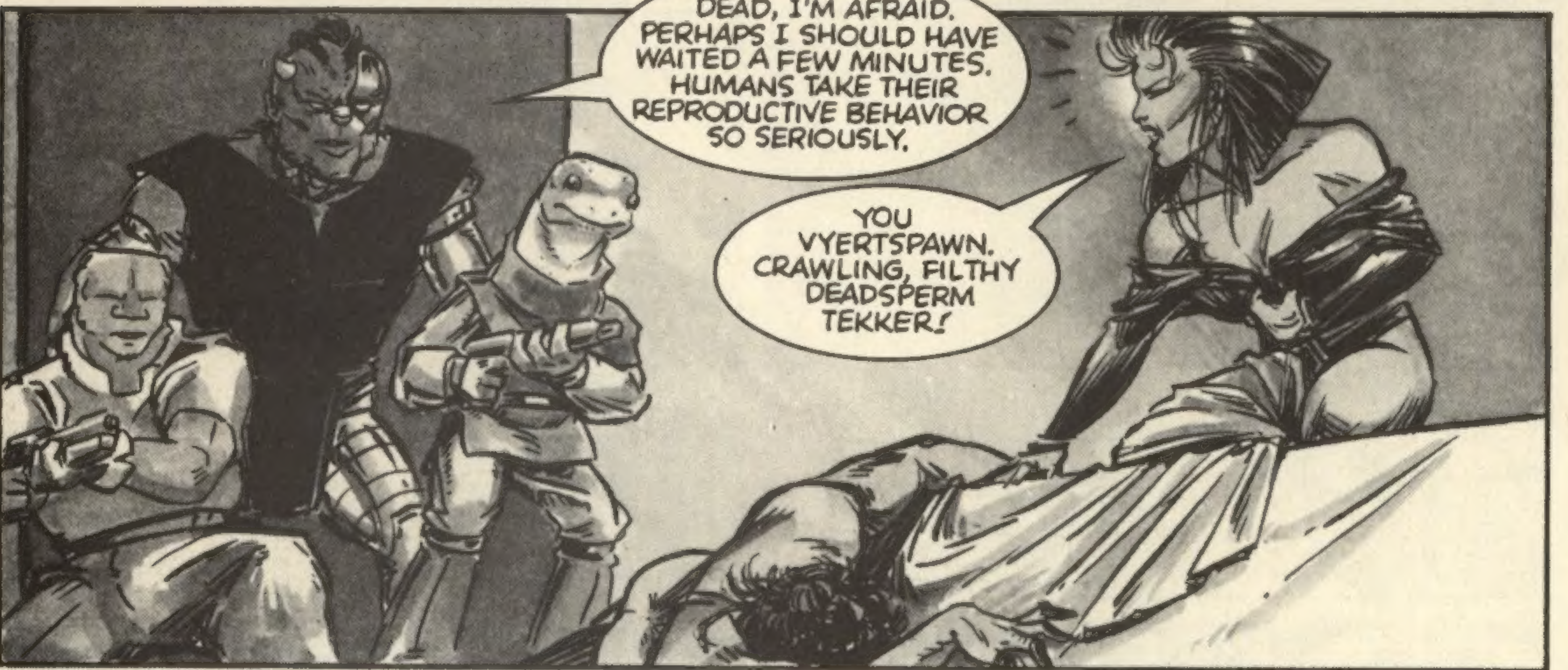
YOU KNOW WHY, YOU BASTARD. YOU DAMNED WELL KNOW WHY.



...oh.

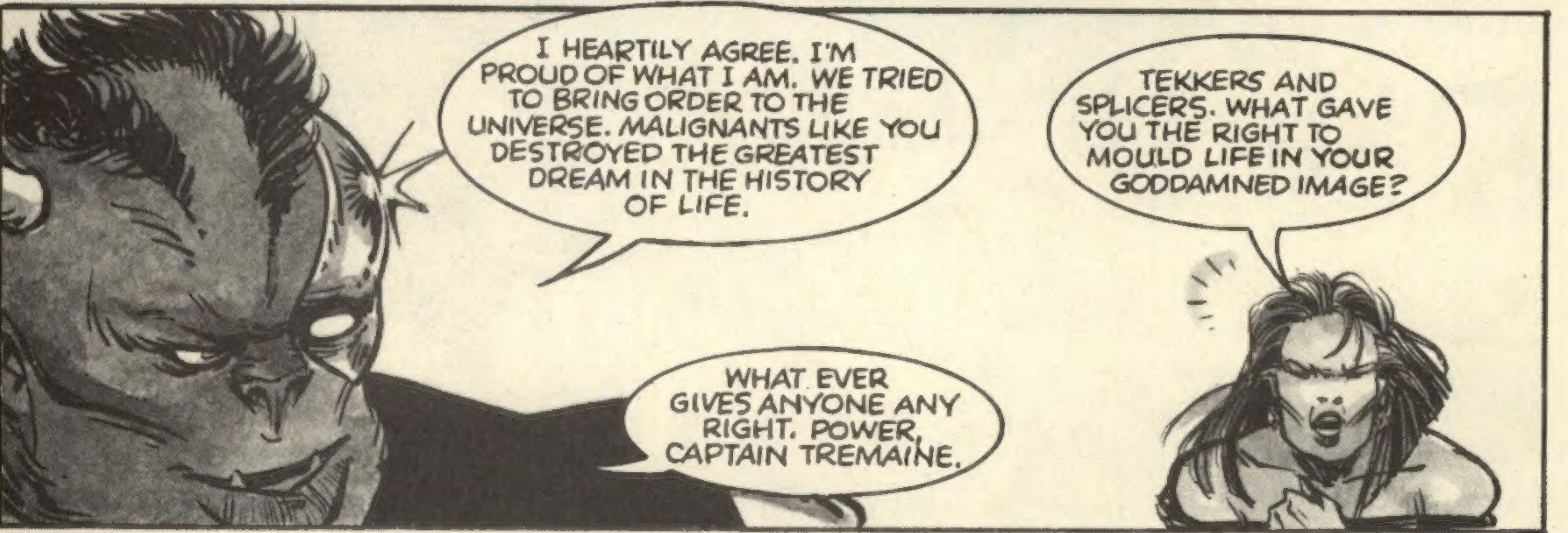


JAGGER...?



DEAD, I'M AFRAID. PERHAPS I SHOULD HAVE WAITED A FEW MINUTES. HUMANS TAKE THEIR REPRODUCTIVE BEHAVIOR SO SERIOUSLY.

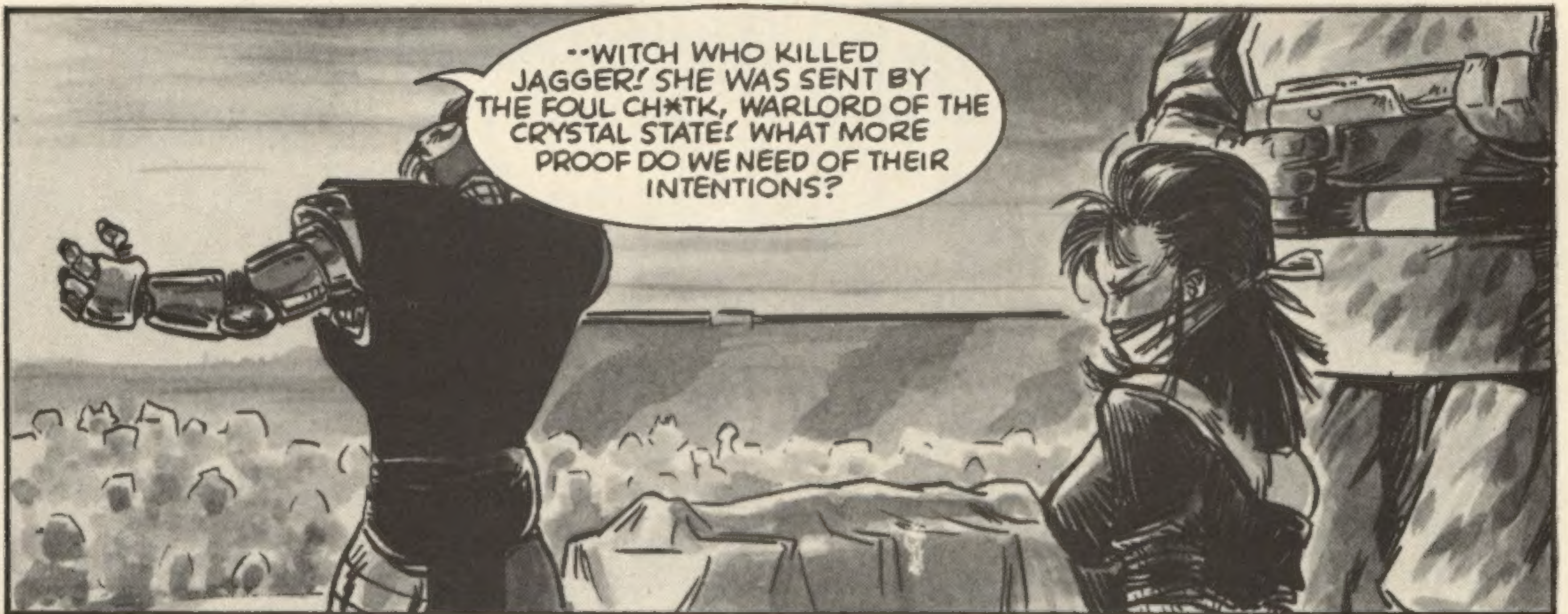
YOU VYERTSPAWN. CRAWLING, FILTHY DEADSPERM TEKKEER!



I HEARTILY AGREE. I'M PROUD OF WHAT I AM. WE TRIED TO BRING ORDER TO THE UNIVERSE. MALIGNANTS LIKE YOU DESTROYED THE GREATEST DREAM IN THE HISTORY OF LIFE.

TEKKERS AND SPLICERS. WHAT GAVE YOU THE RIGHT TO MOULD LIFE IN YOUR GODDAMNED IMAGE?

WHAT EVER GIVES ANYONE ANY RIGHT. POWER, CAPTAIN TREMAINE.

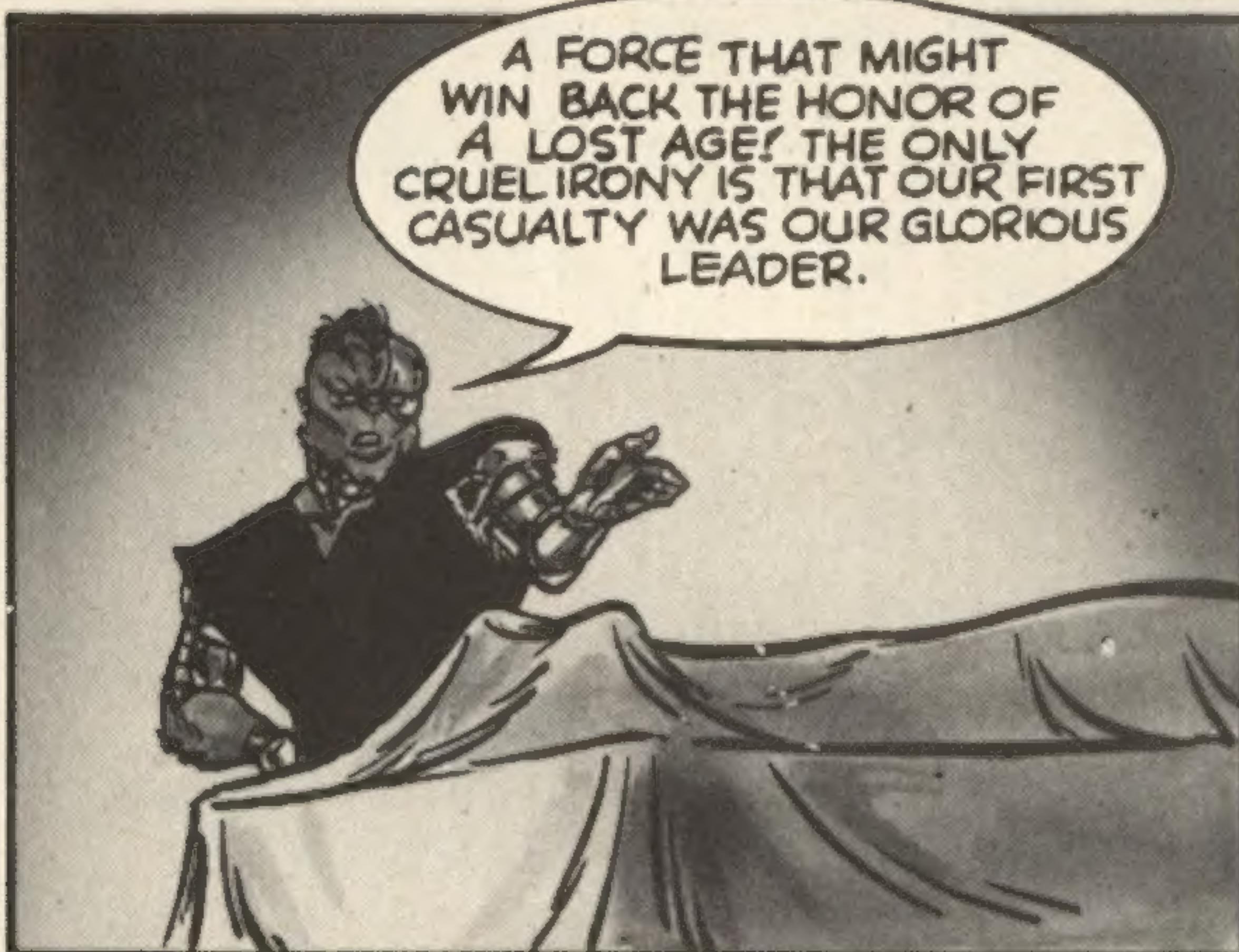


--WITCH WHO KILLED JAGGER! SHE WAS SENT BY THE FOUL CHXTK, WARLORD OF THE CRYSTAL STATE! WHAT MORE PROOF DO WE NEED OF THEIR INTENTIONS?

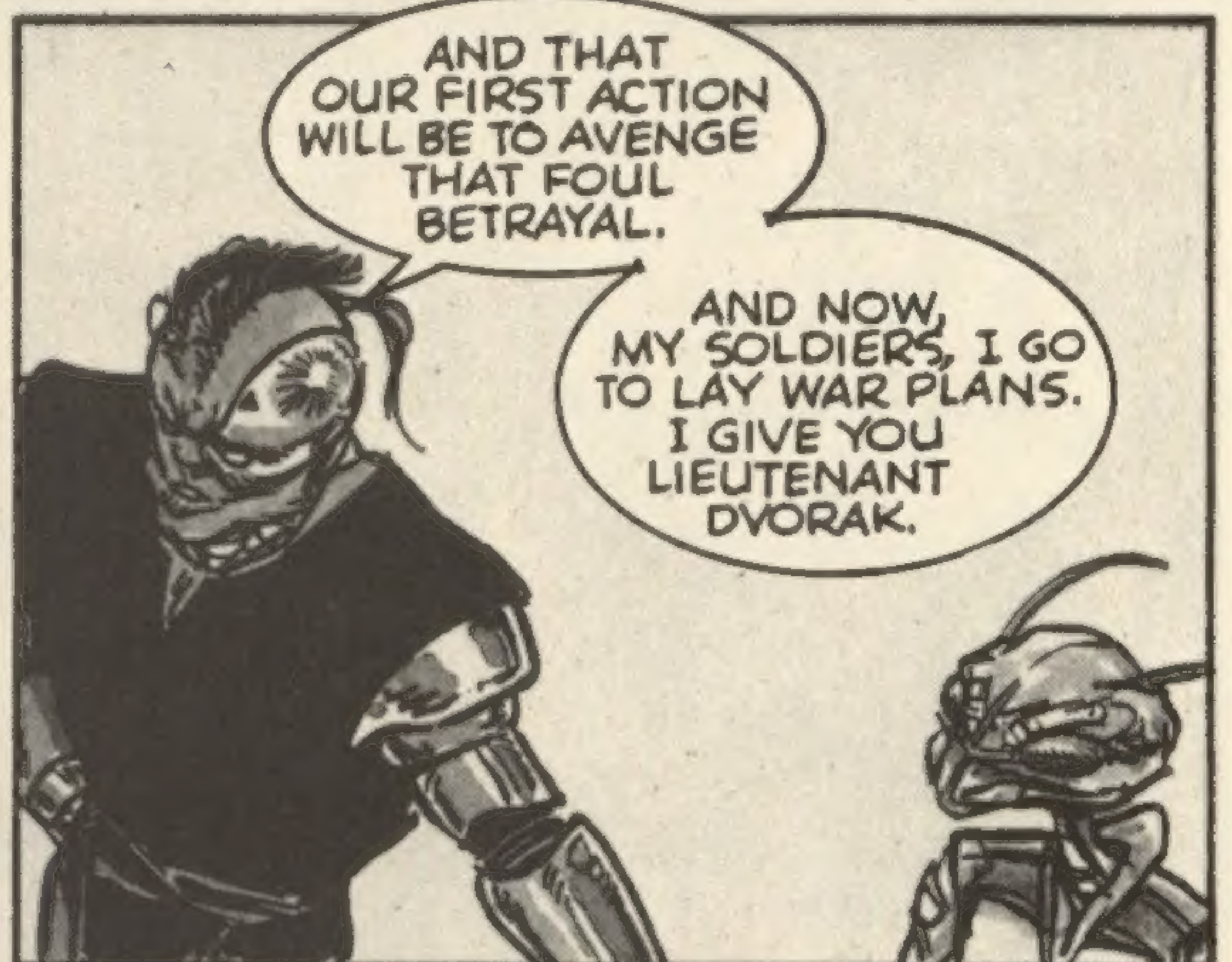


YOU COME FROM A HUNDRED WORLDS.

FARMERS! MINERS! INDUSTRIAL WORKERS CARRYING NO WEALTH SAVE THAT ON YOUR BACKS. JAGGER PROMISED TO WELD YOU INTO A FIGHTING FORCE!



A FORCE THAT MIGHT WIN BACK THE HONOR OF A LOST AGE! THE ONLY CRUEL IRONY IS THAT OUR FIRST CASUALTY WAS OUR GLORIOUS LEADER.



AND THAT OUR FIRST ACTION WILL BE TO AVENGE THAT FOUL BETRAYAL.

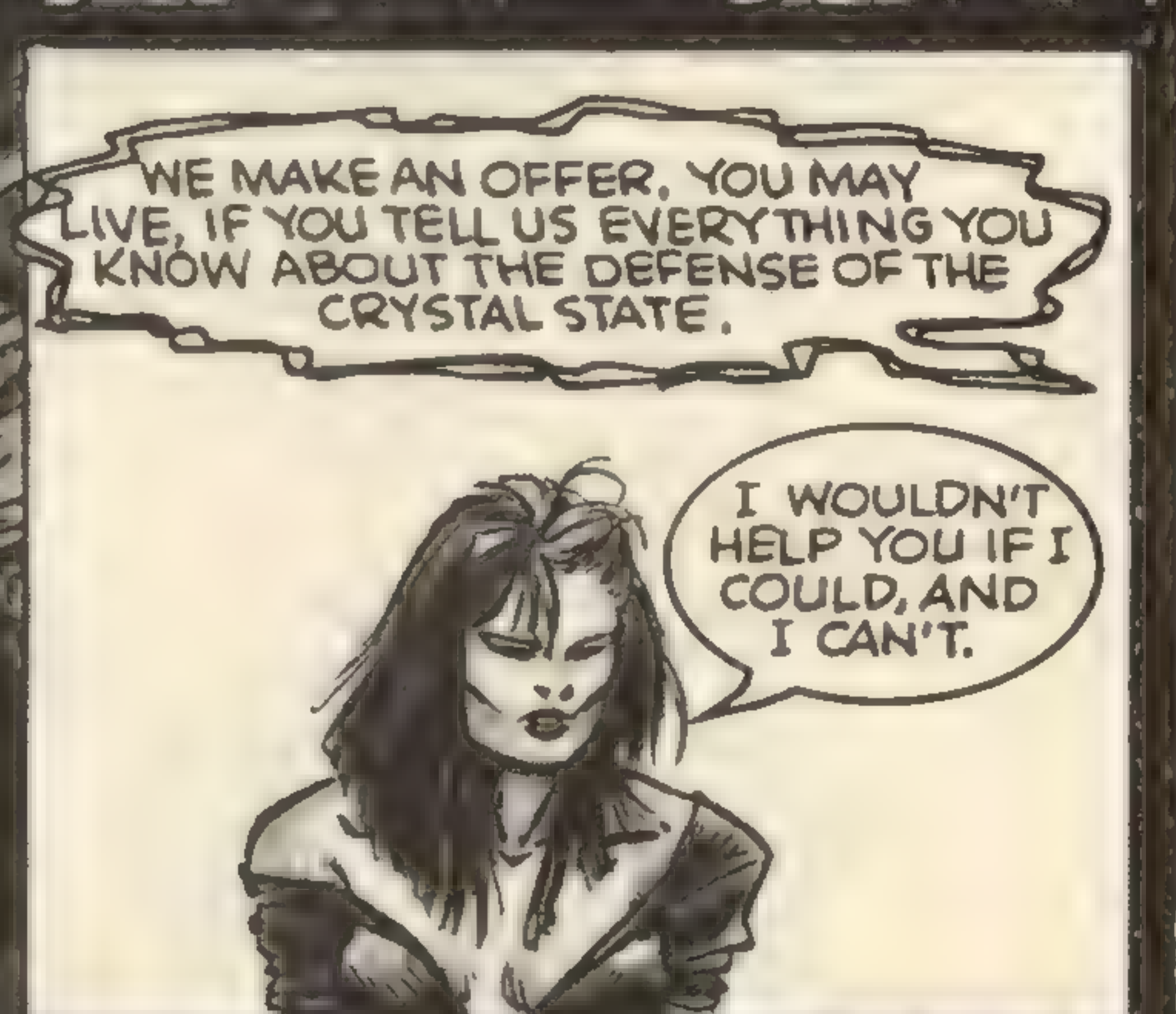
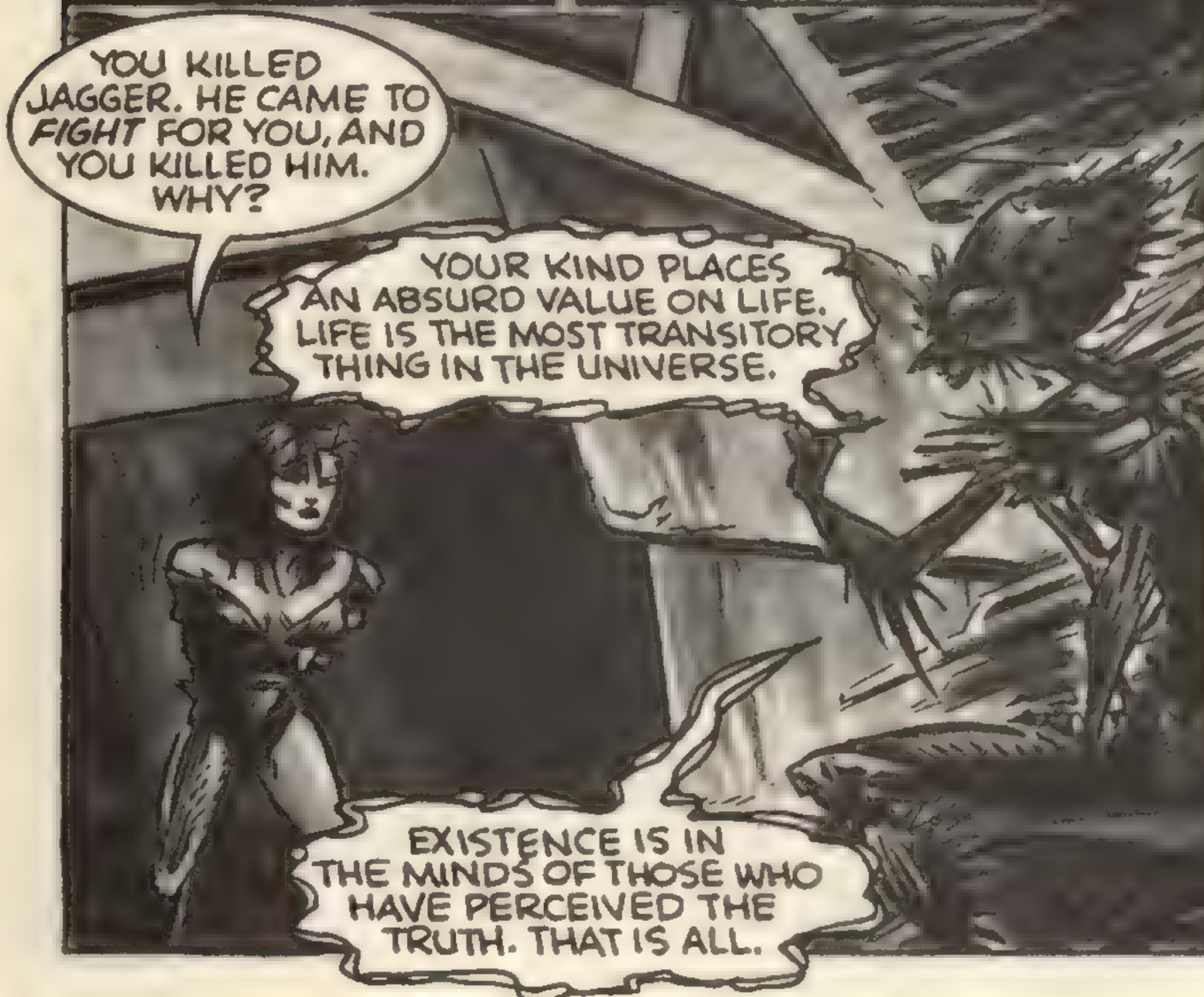
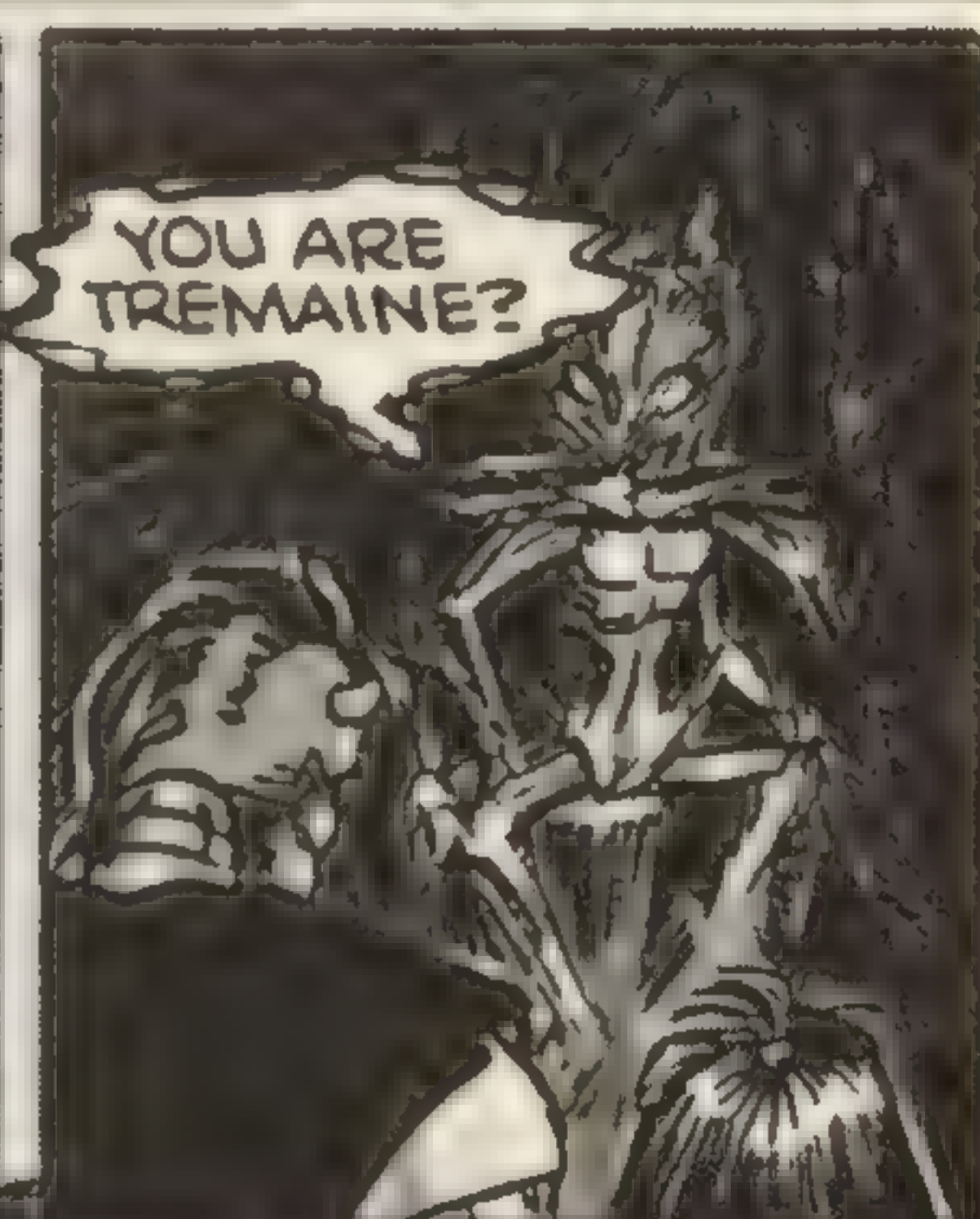
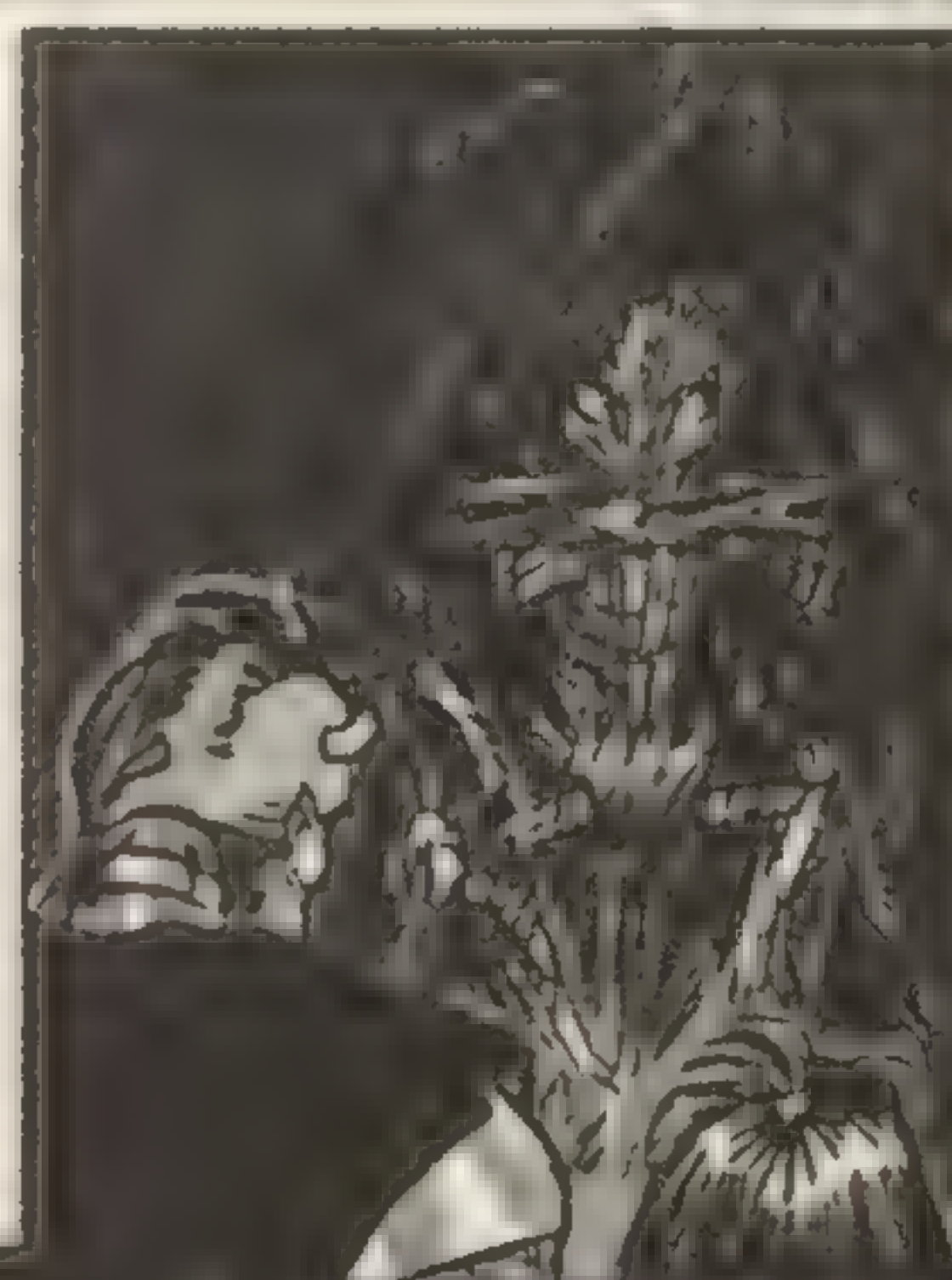
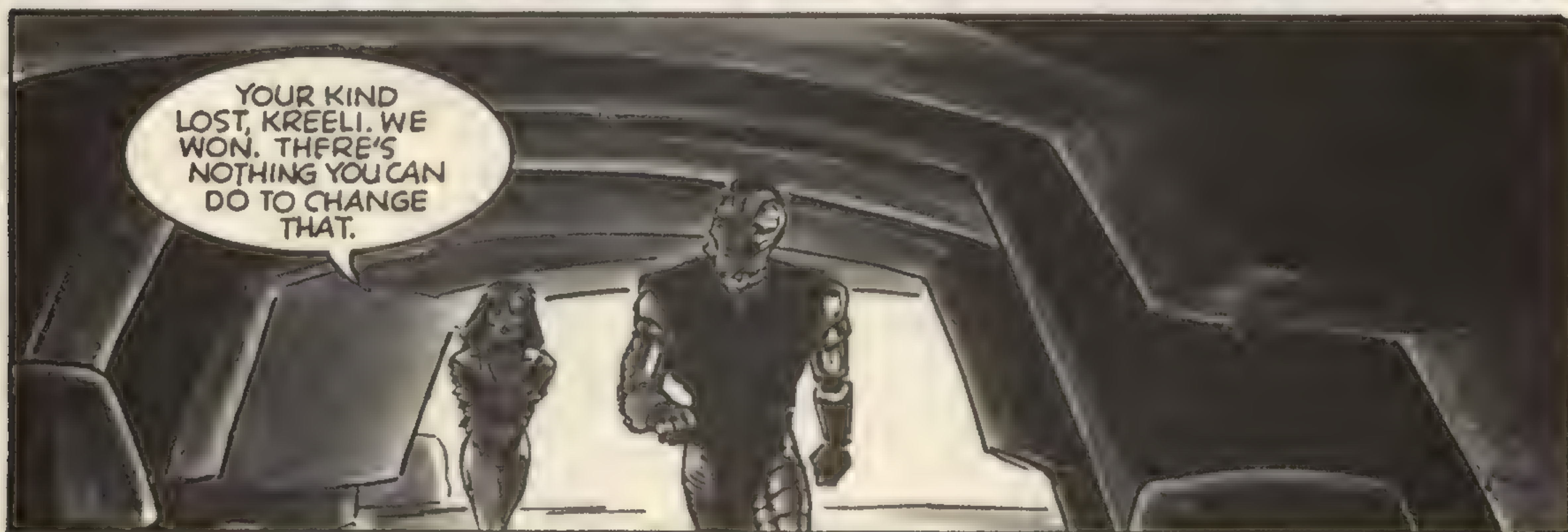
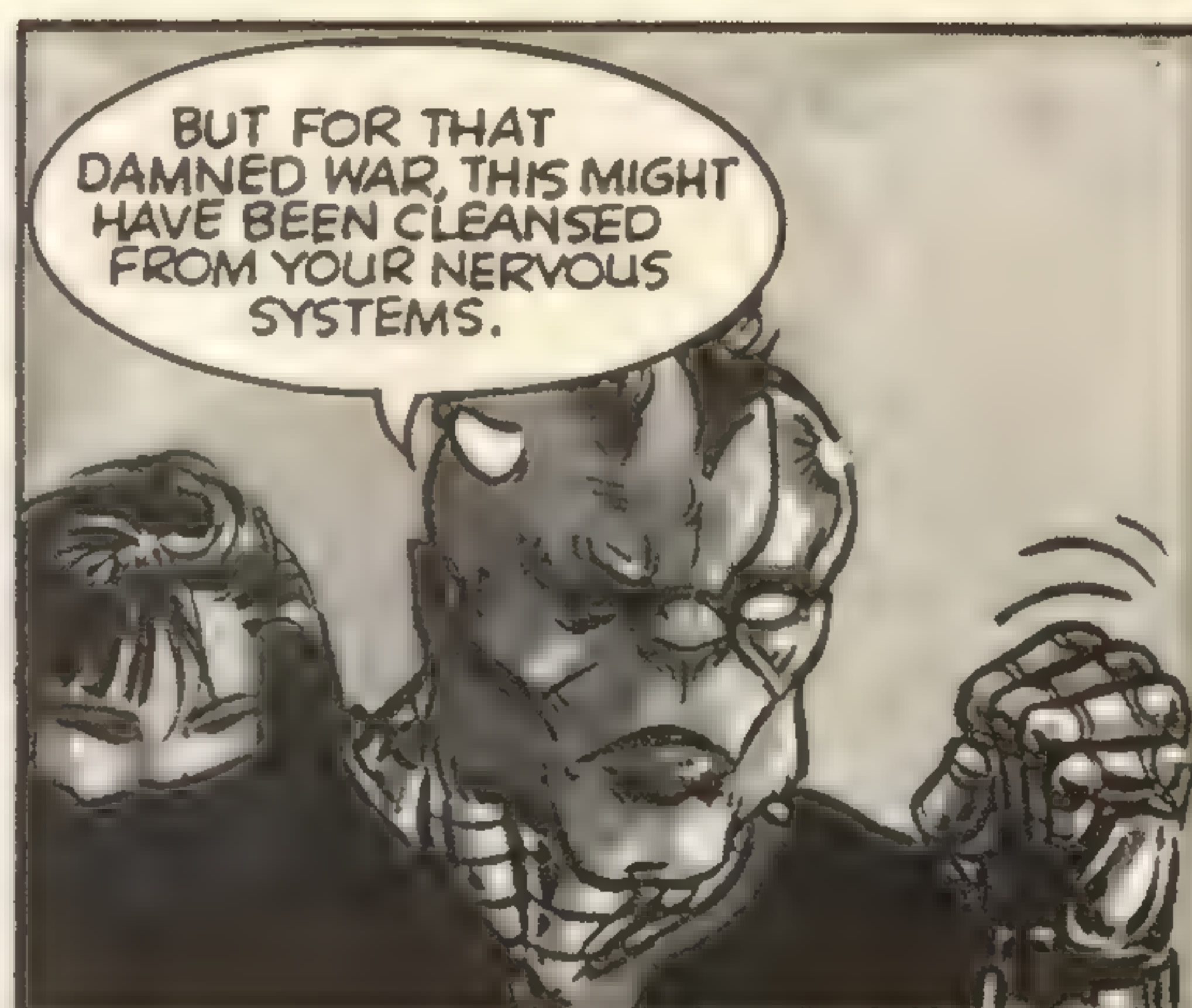
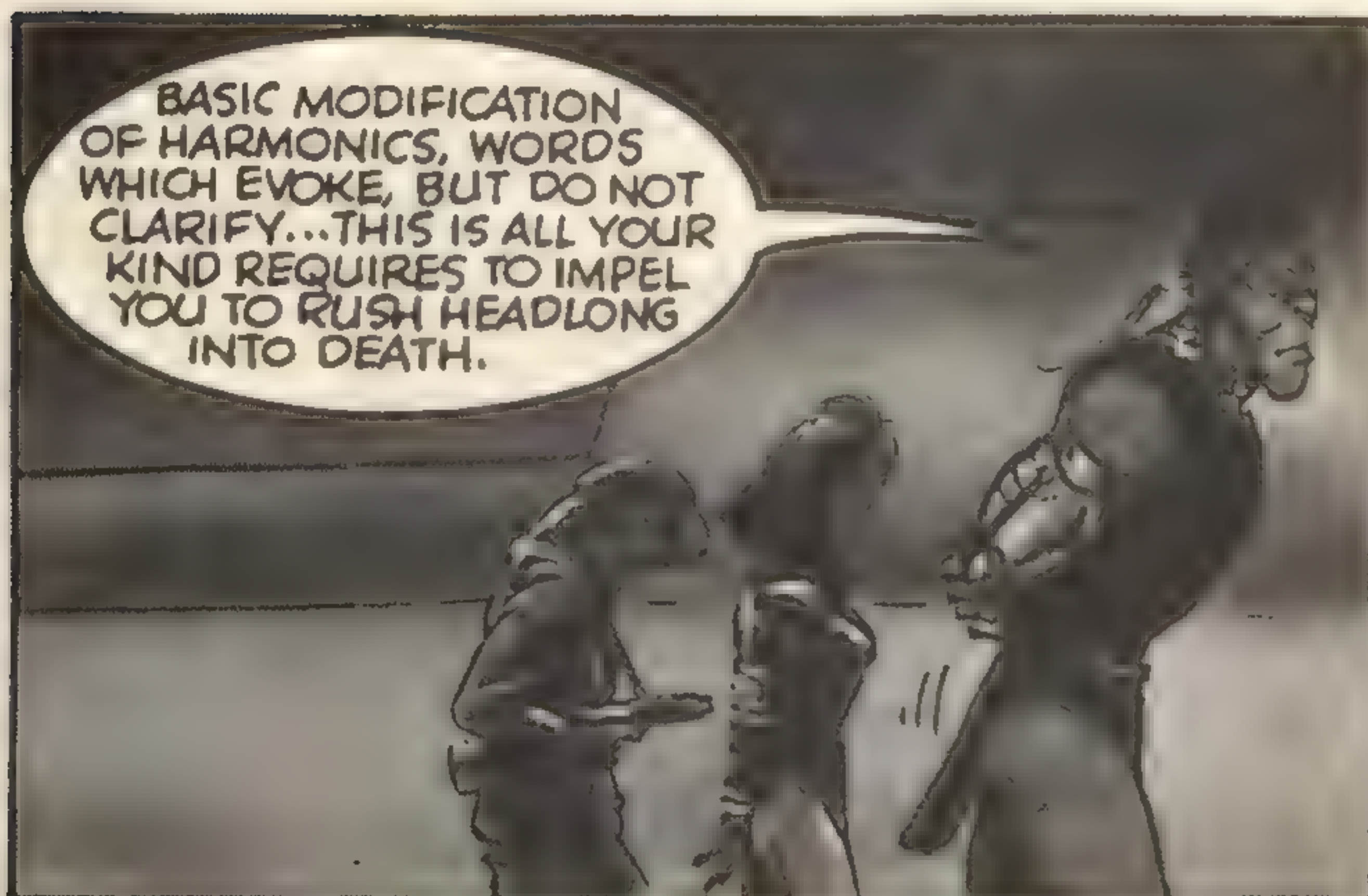
AND NOW, MY SOLDIERS, I GO TO LAY WAR PLANS. I GIVE YOU LIEUTENANT DVORAK.

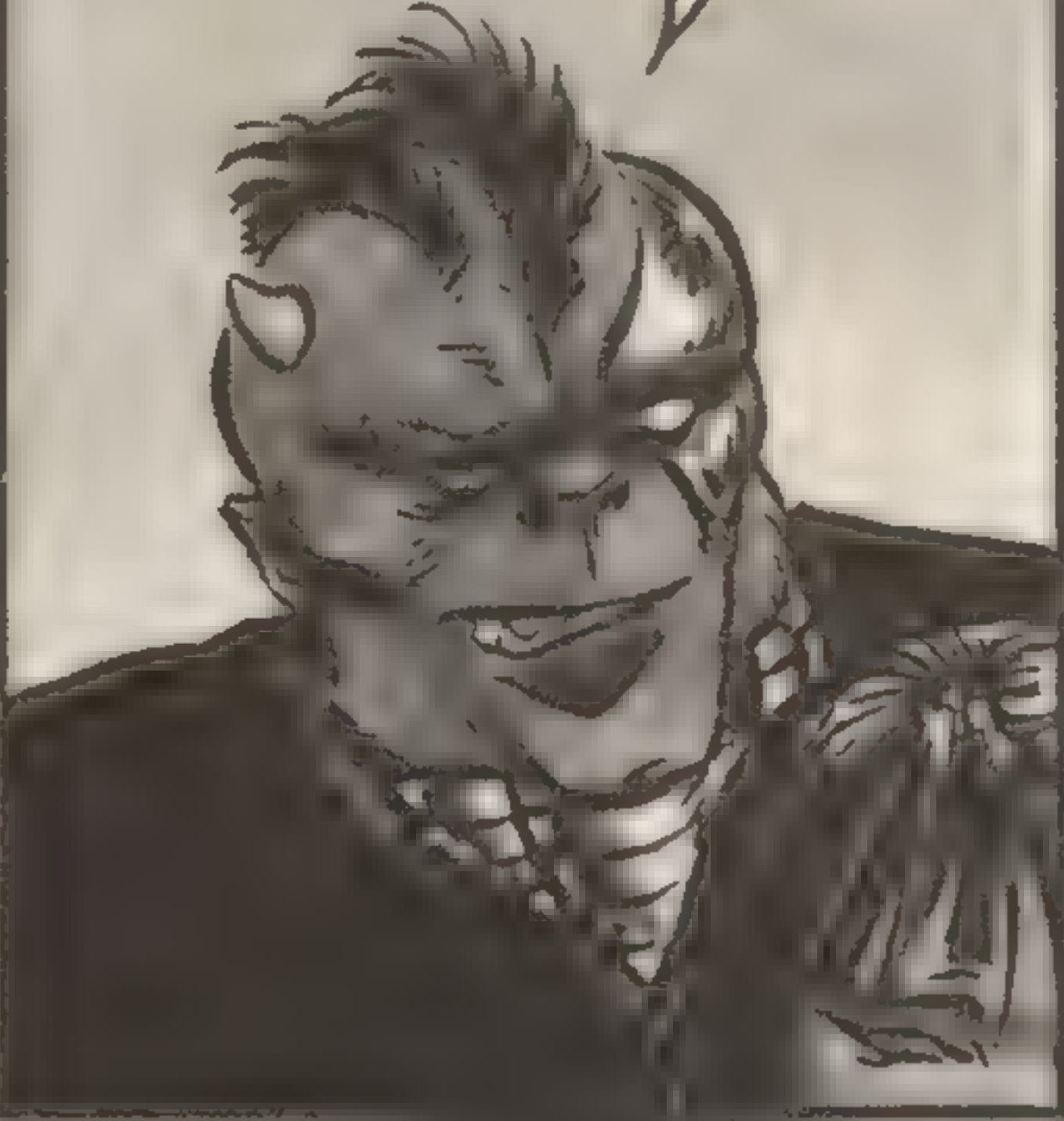


...TIME BEING, THE PAYSCALE WILL BE RAISED BY TEN PERCENT FOR THOSE...

VERY NEAT. I DIDN'T KNOW YOU HAD SUCH A WAY WITH WORDS.

MOST MALIGNANTS HAVE THEIR HIGHER CORTICAL AND LIMBIC SYSTEMS CURIOUSLY ENTANGLED.






MAJESTY, I
CALCULATE A 78 PERCENT
PROBABILITY THAT I CAN
EXTRACT THE DESIRED
INFORMATION.

EY! NOT REAL!
NOT MADE TO FLY. IS SHUD-
DERPOP. FEEL THAT?
SHADOWSCREEN MELTS
WITH GUIDANCE
MATRIX.

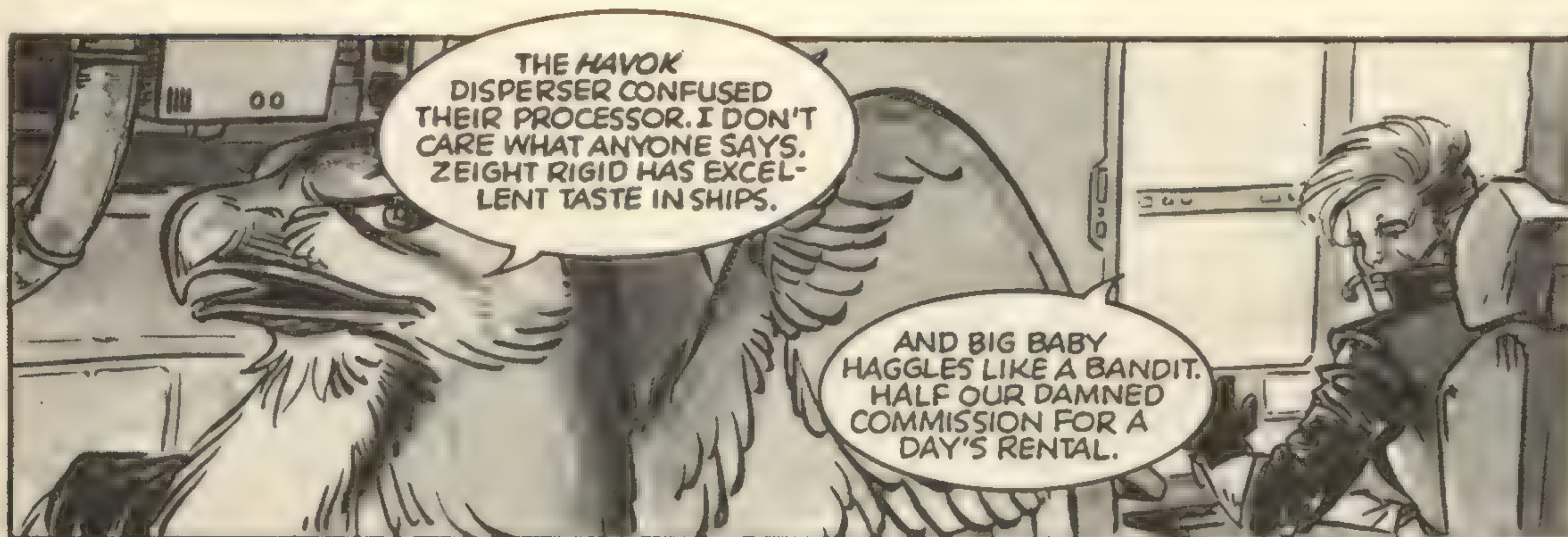
FIRELORDS!
FIX IT, TAN, WE
ALMOST HIT
THAT DAMNED
TREE!

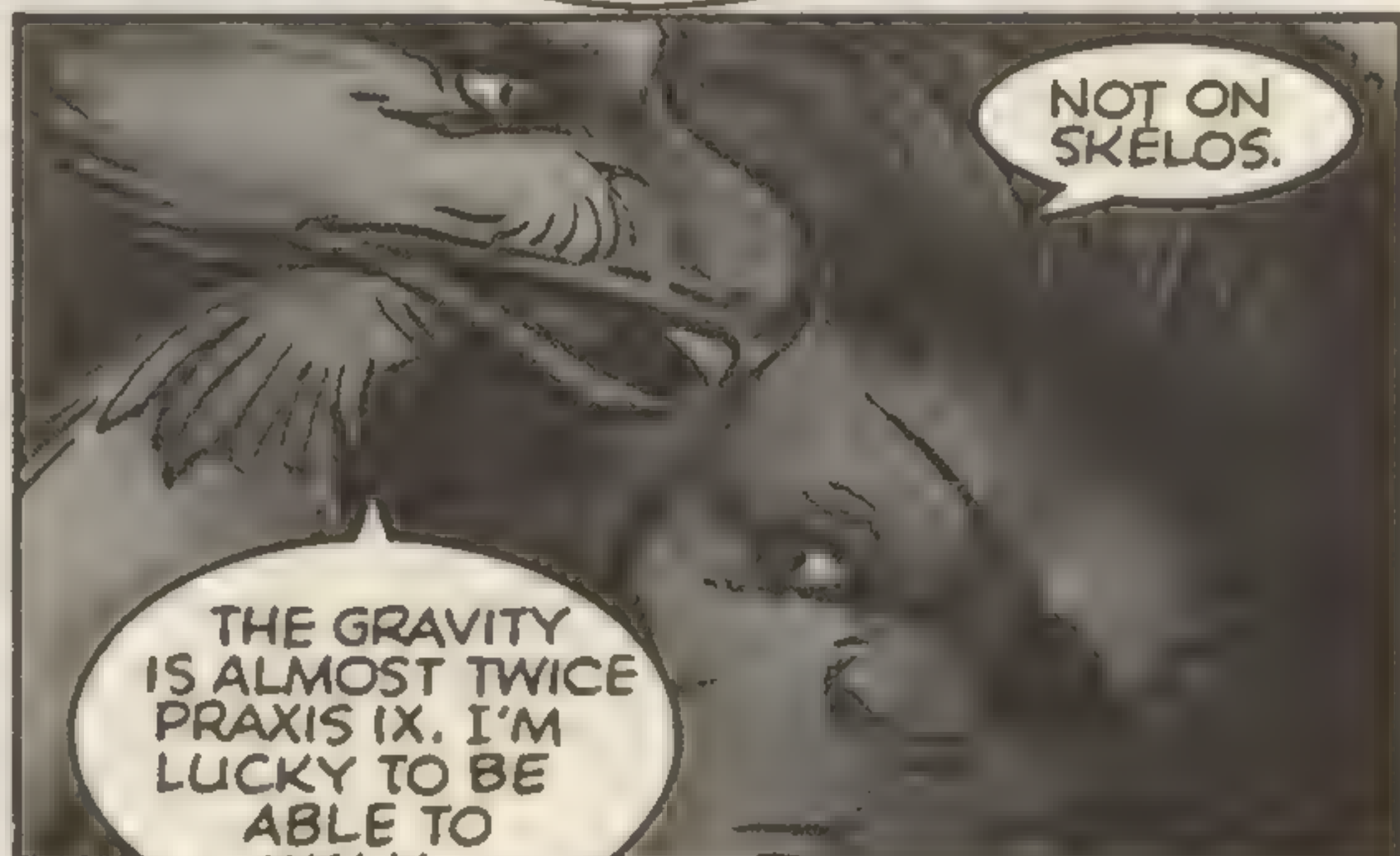
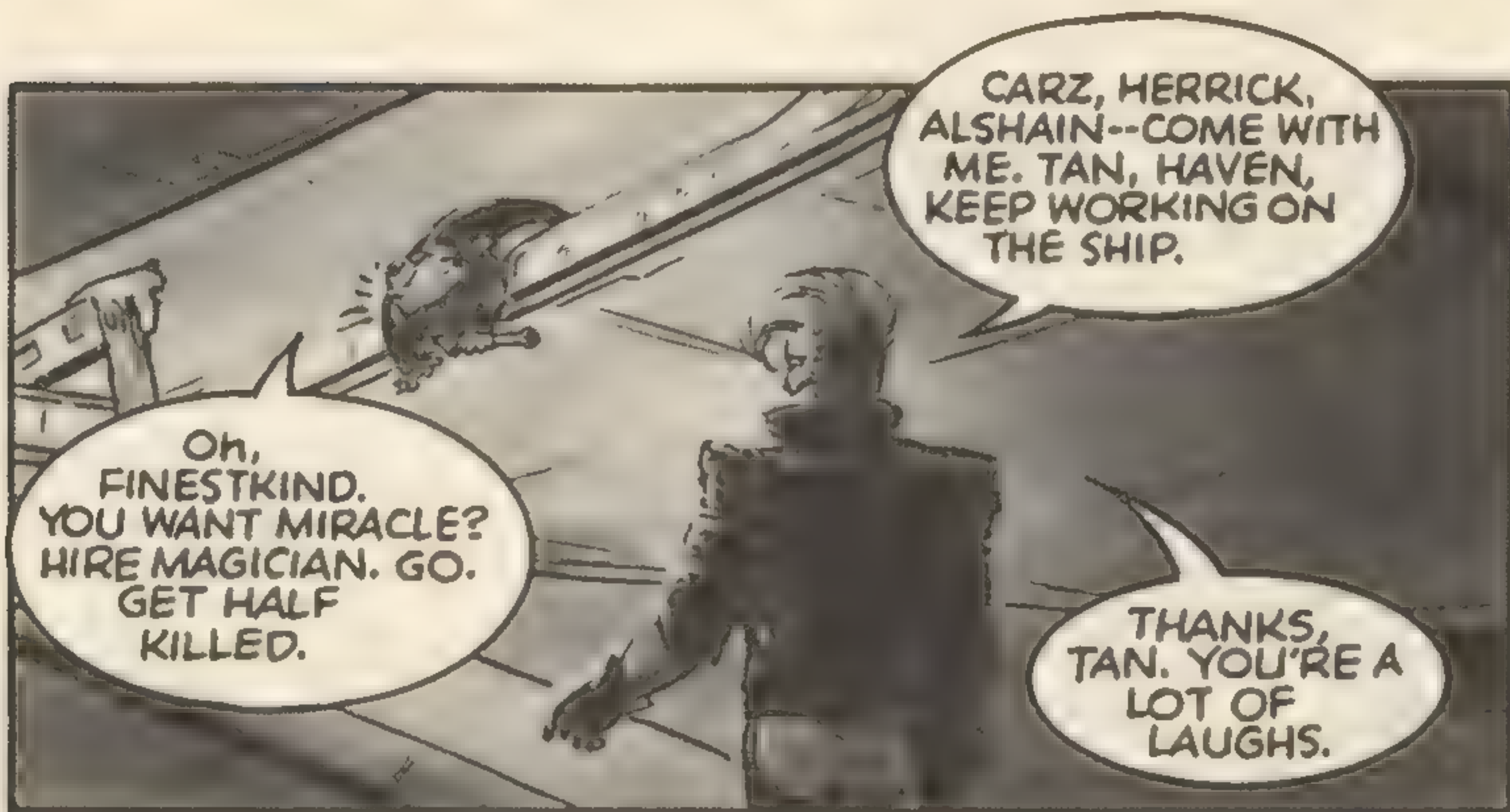
RRRGH.
MY HEAD...



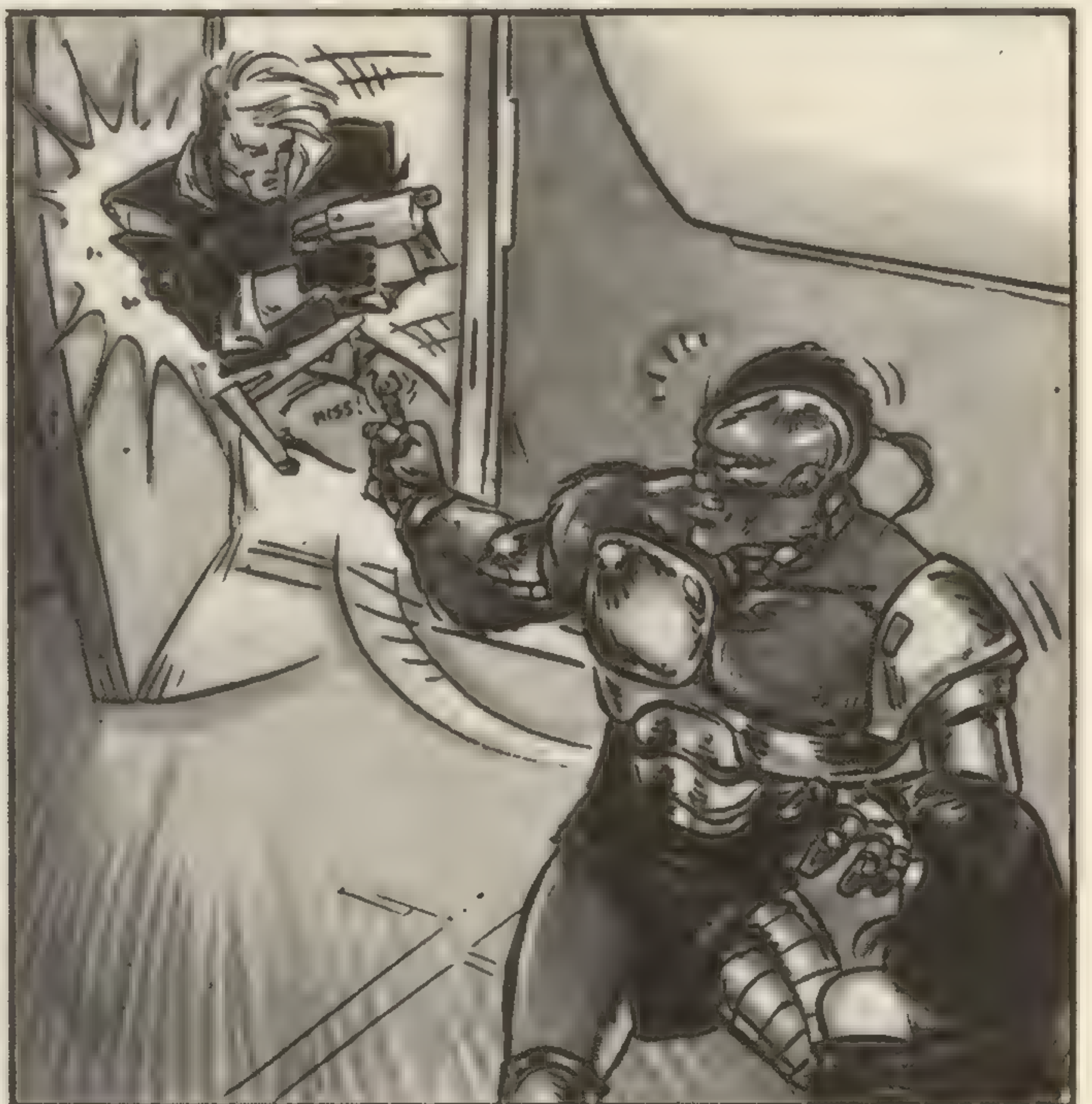
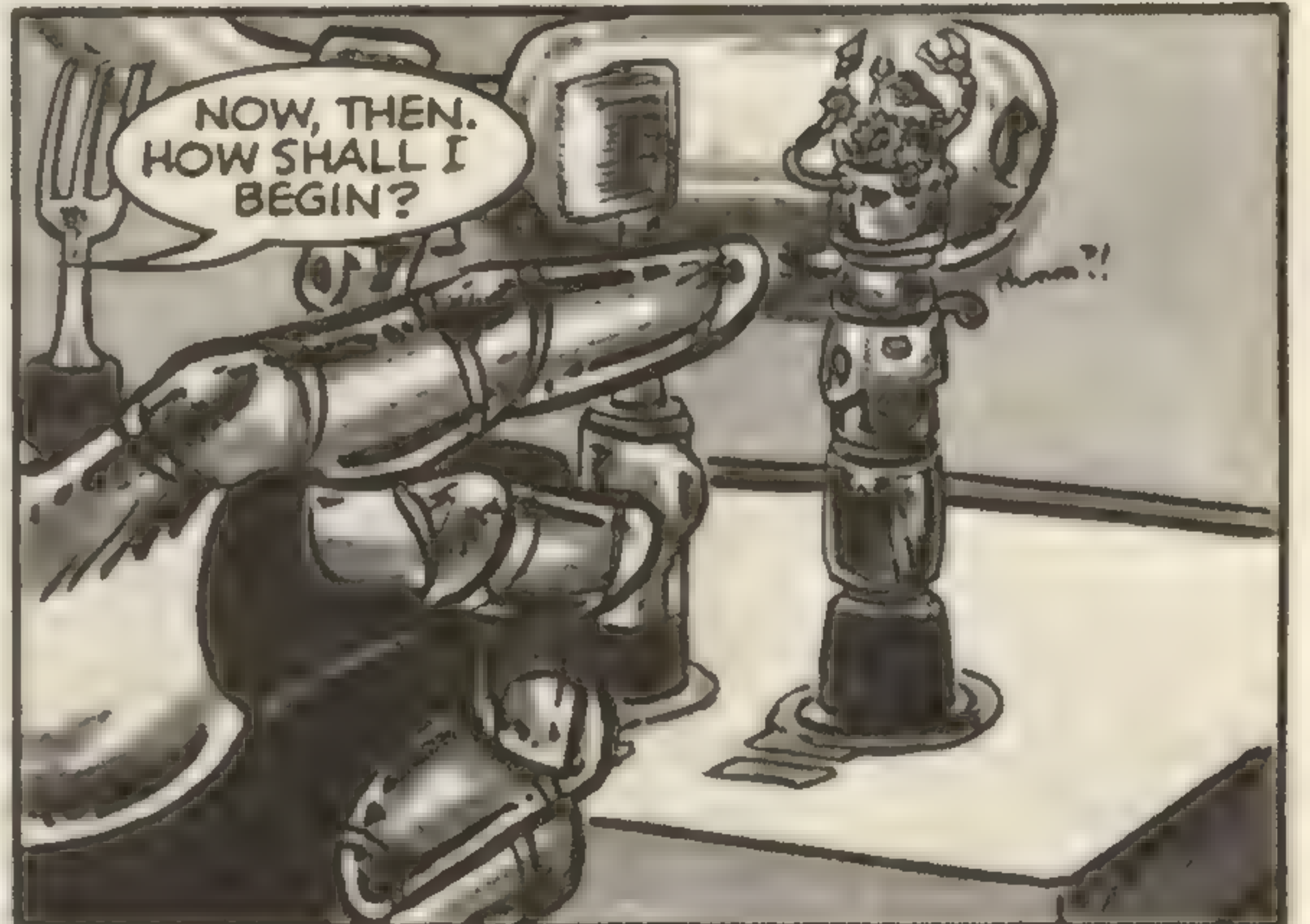
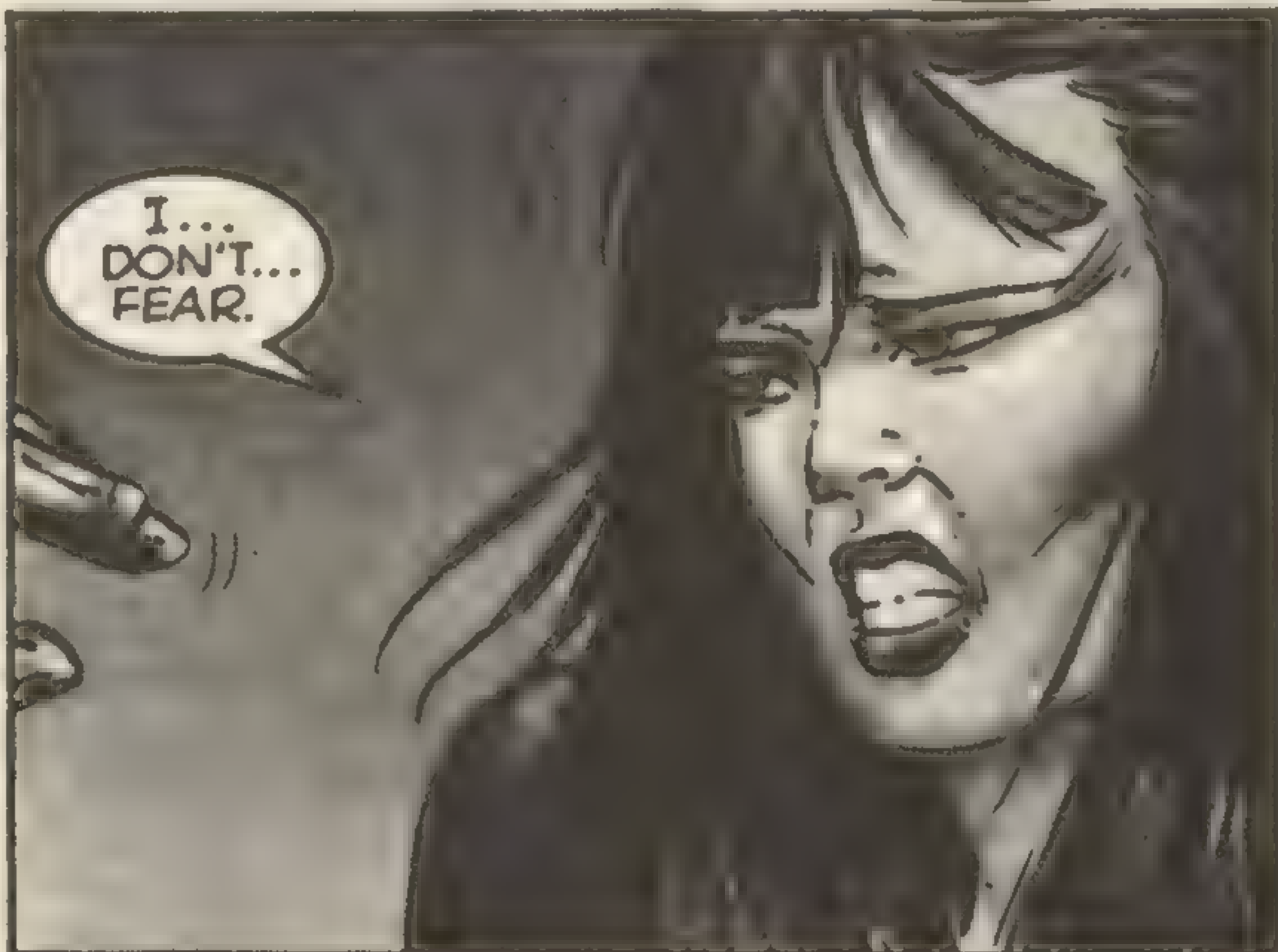
ARE WE
STILL SCAN
FREE?

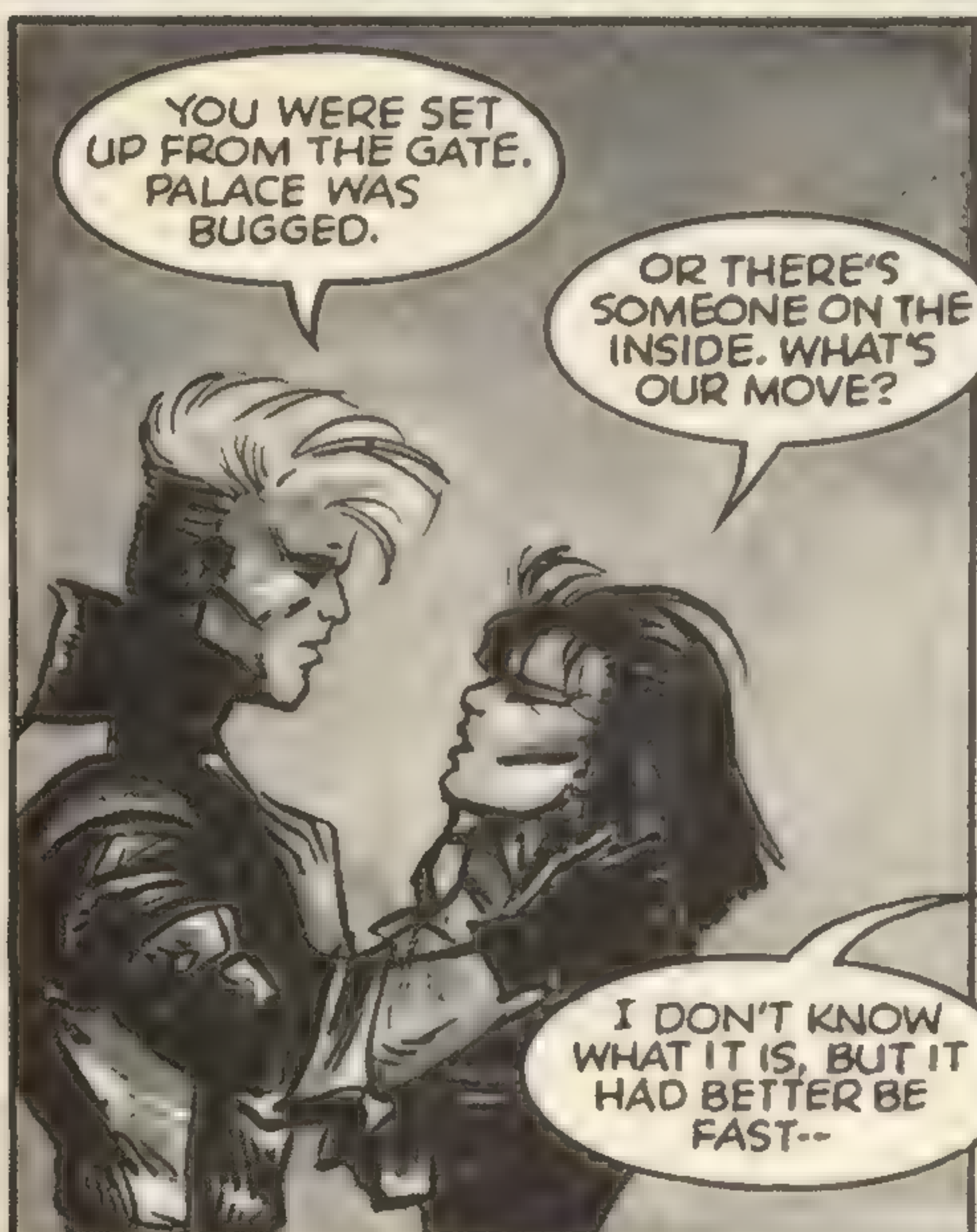
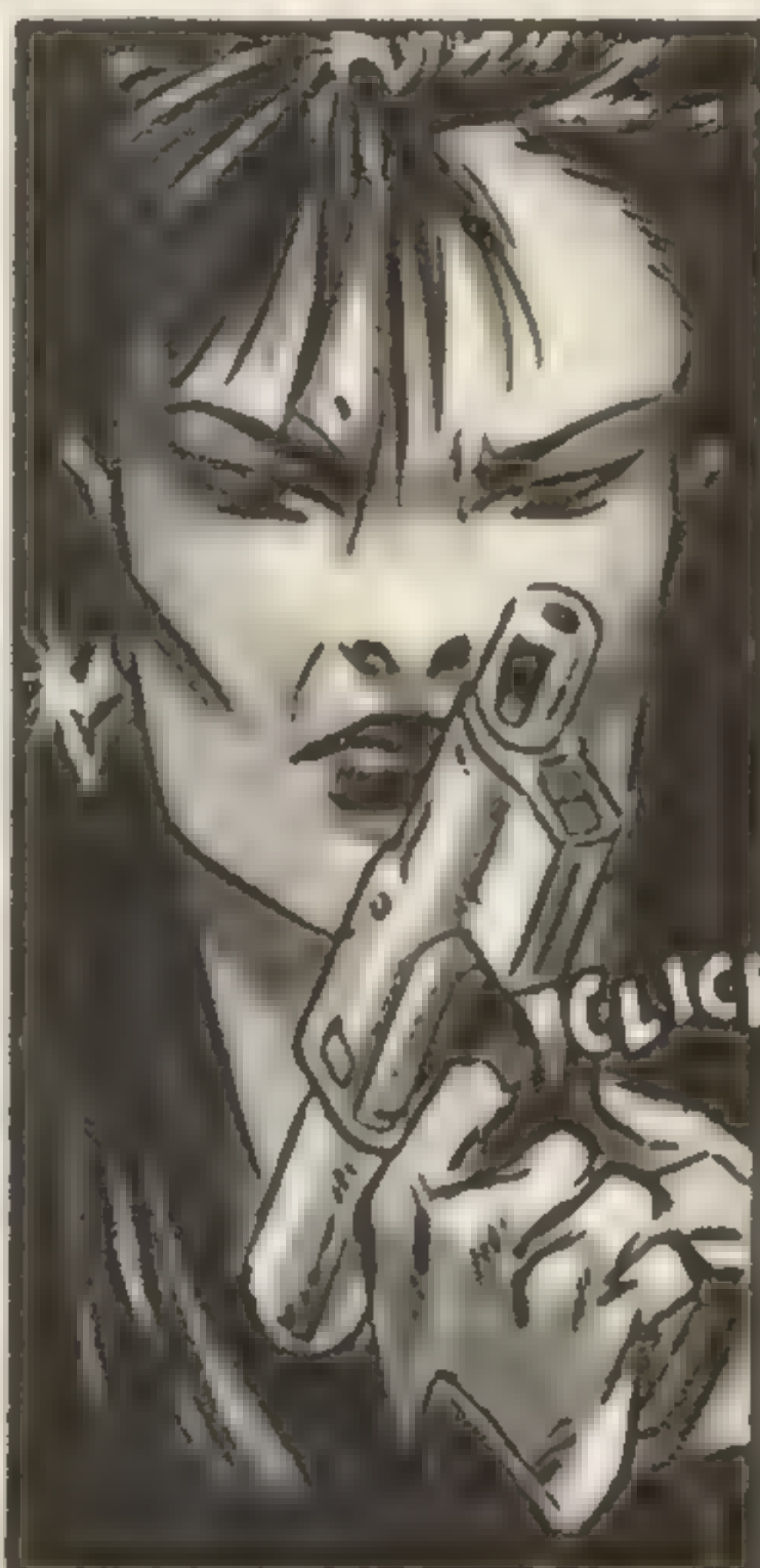
SO FAR,
WE HAD A
FLICKER.

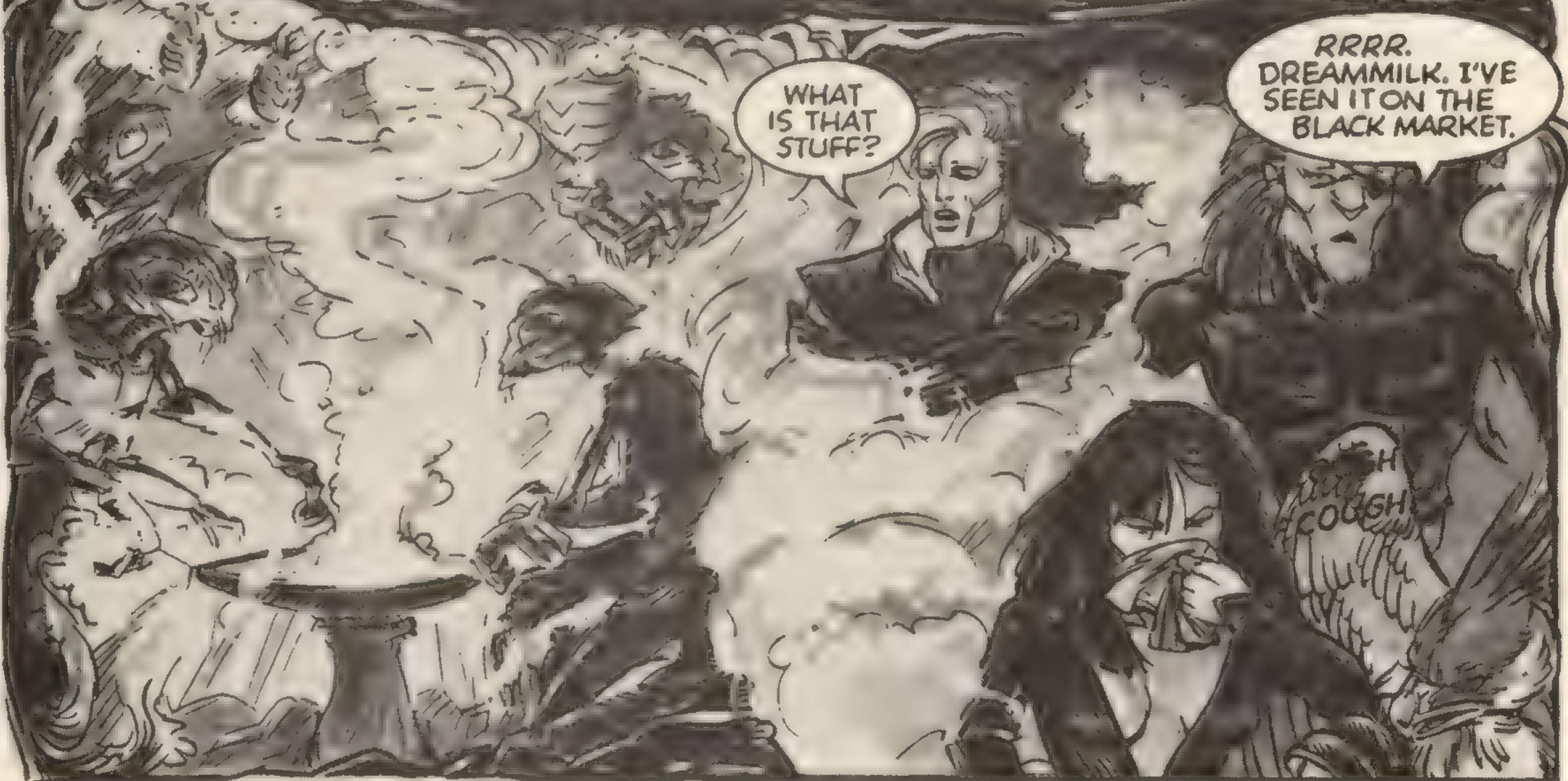
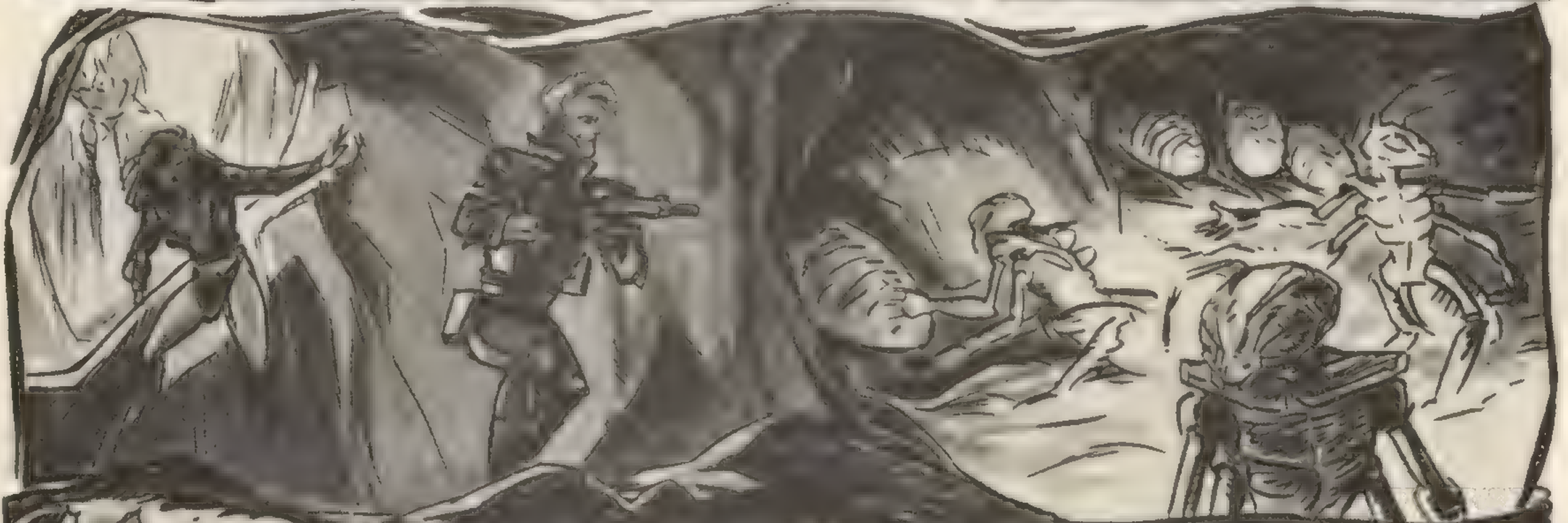
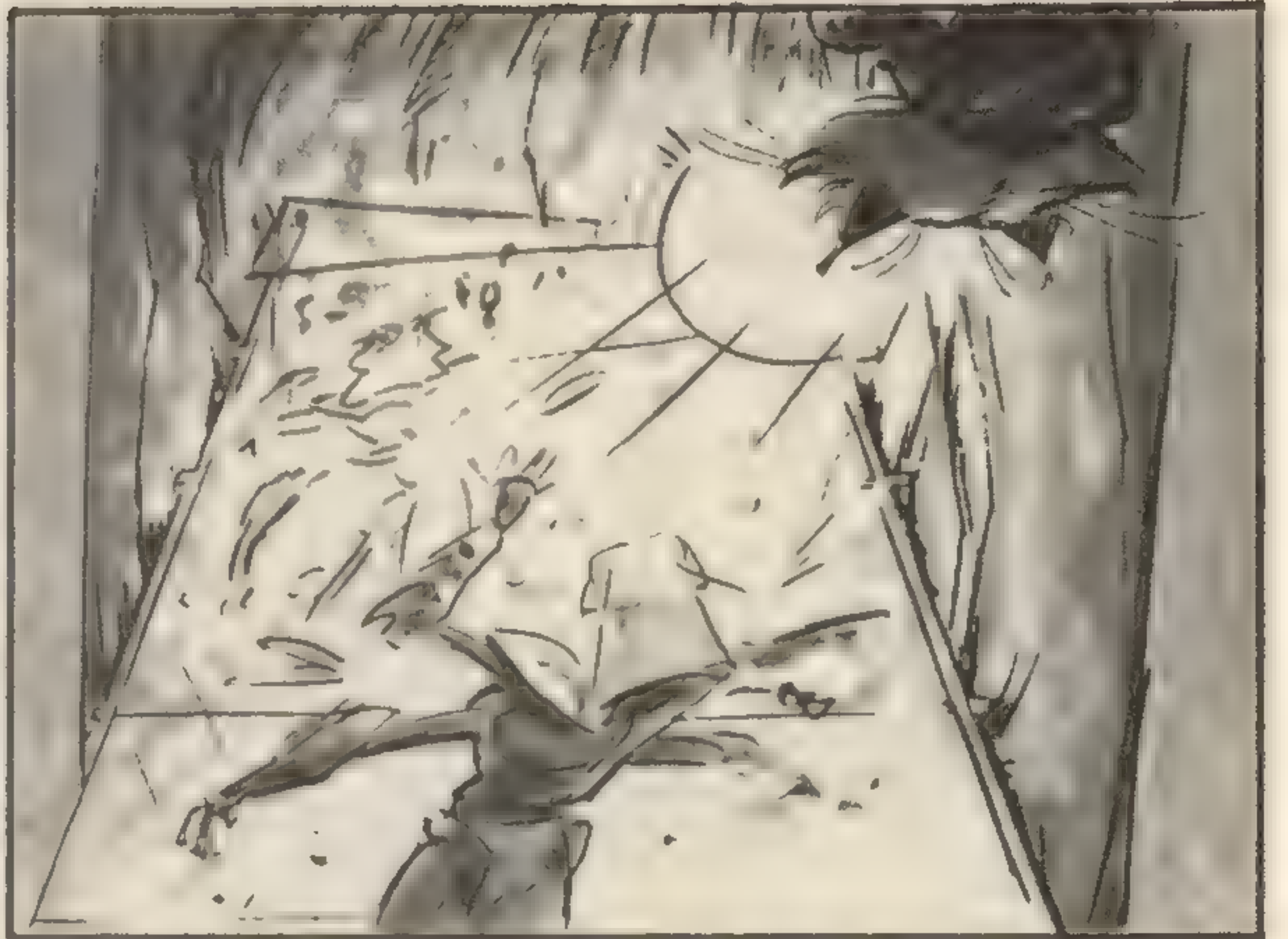


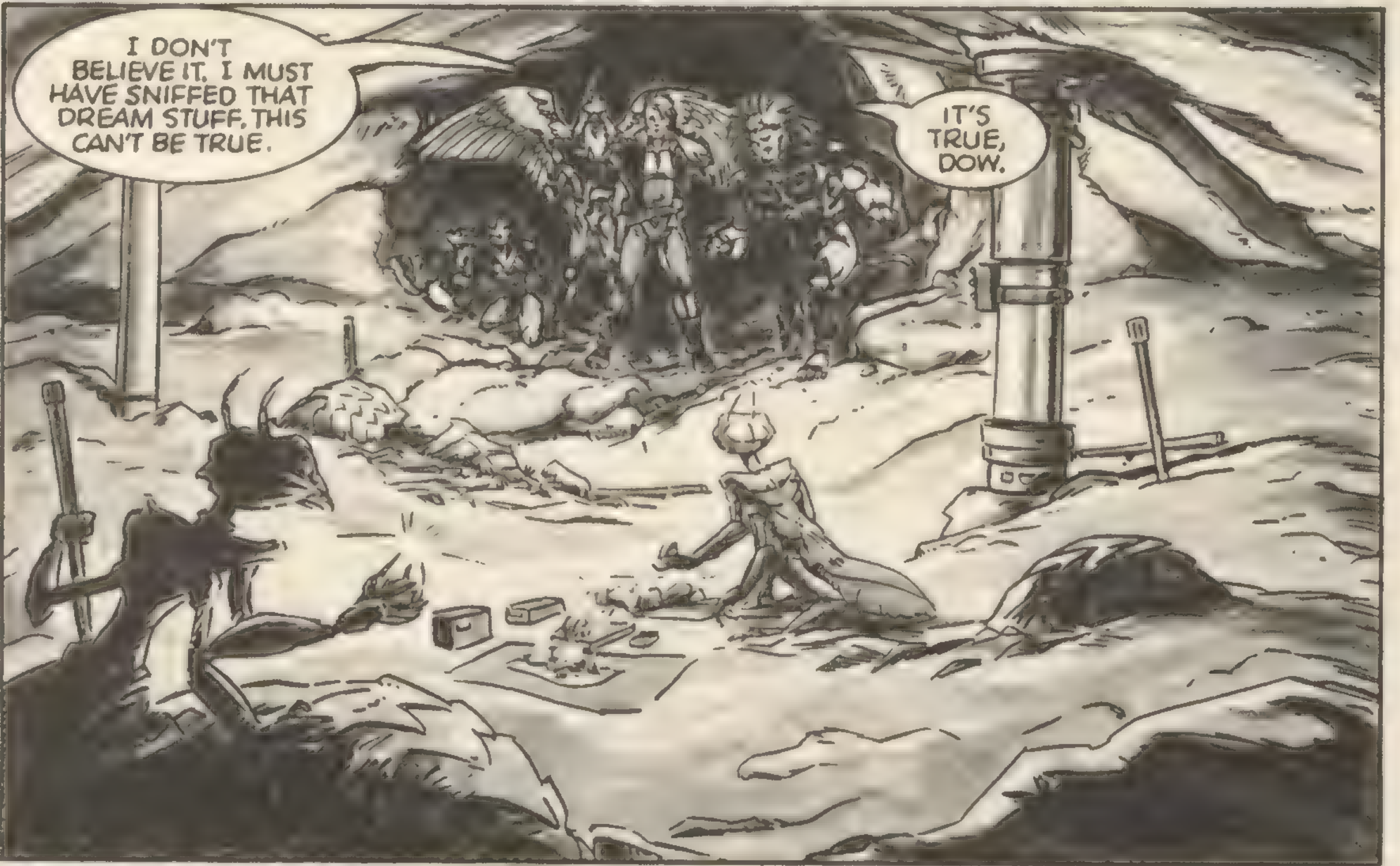
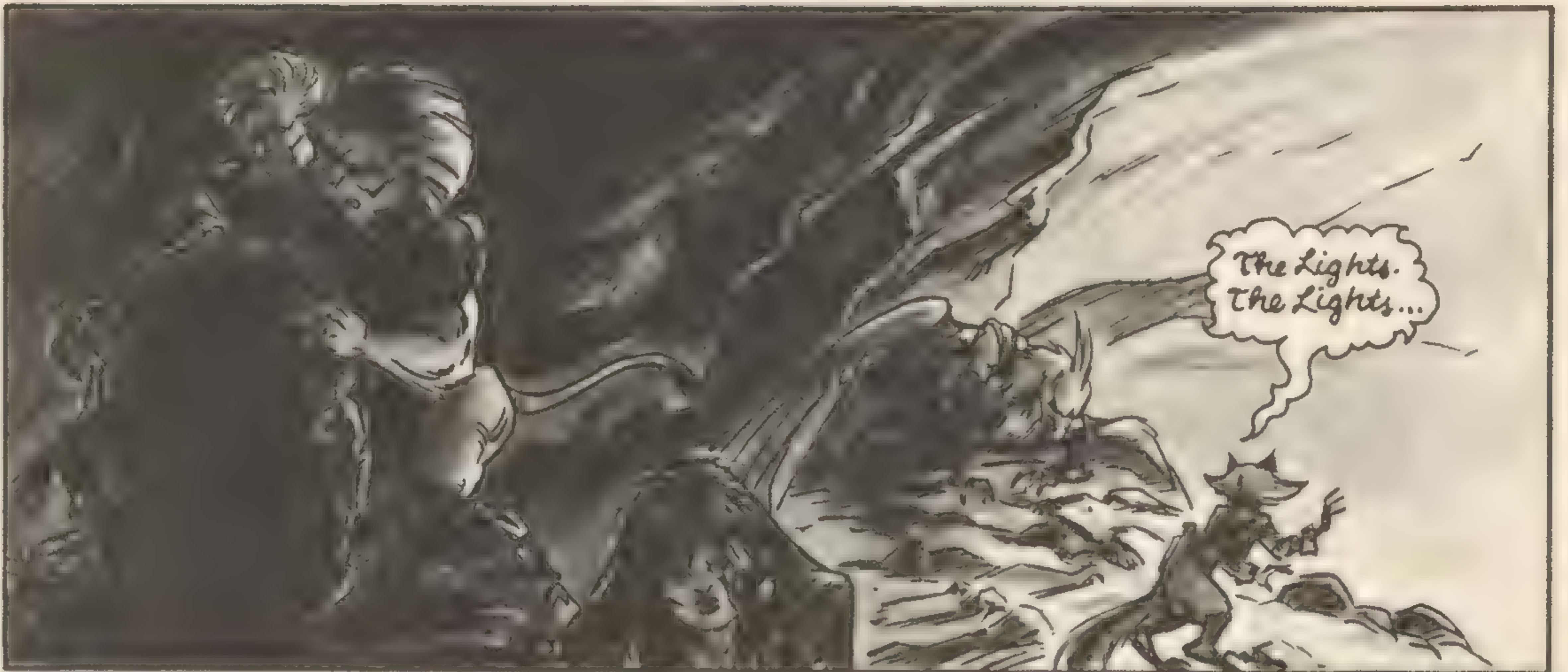


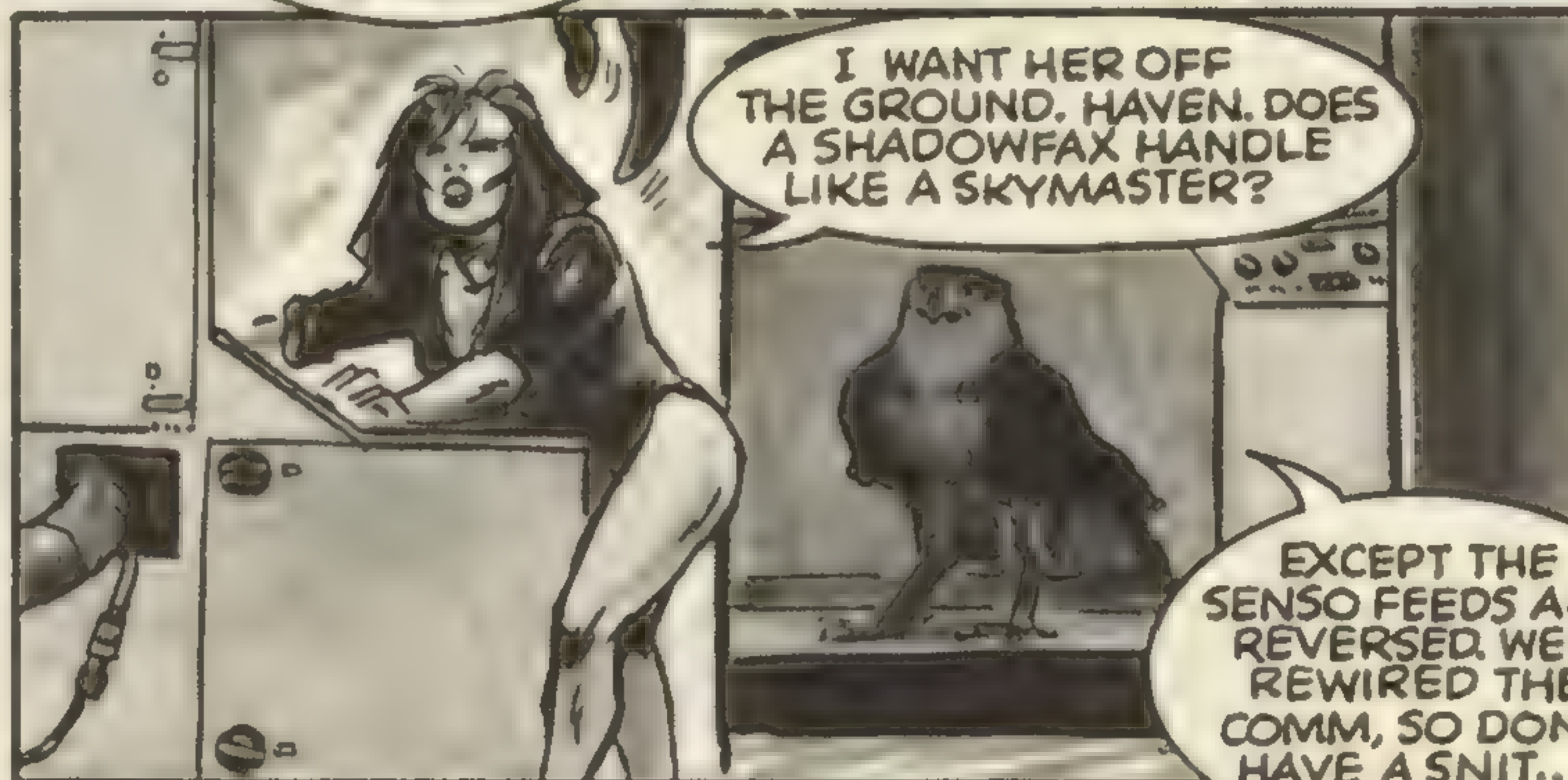
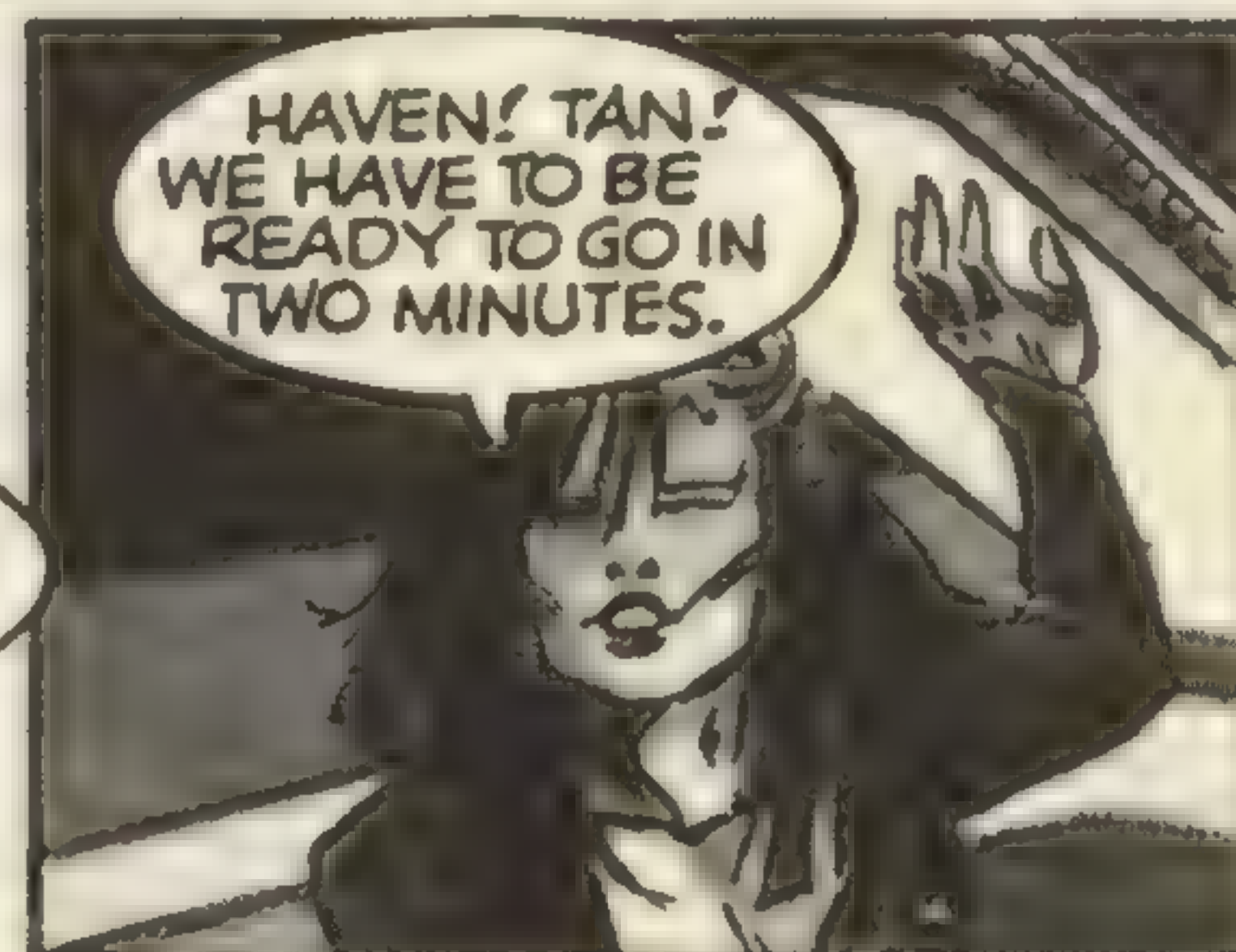
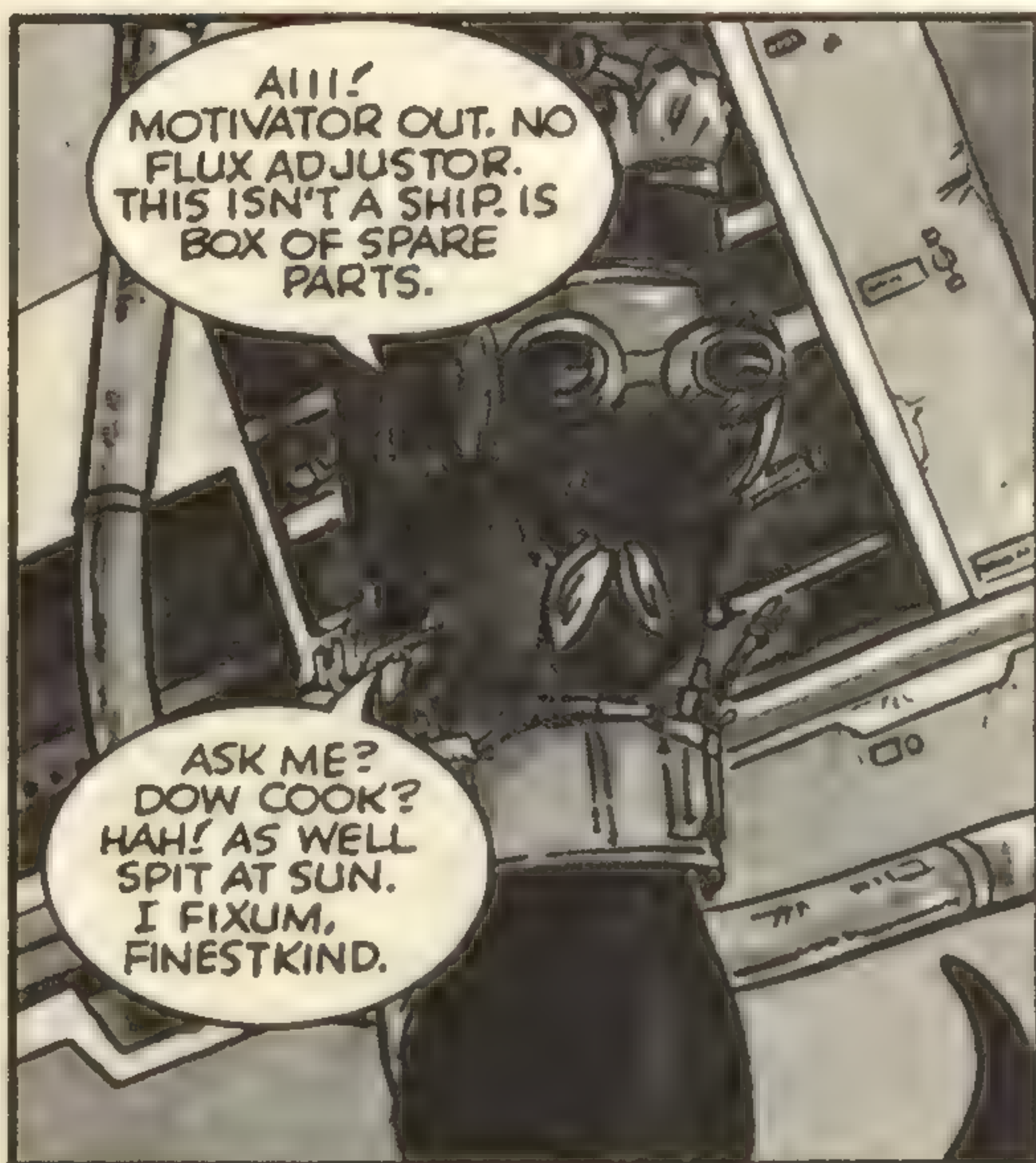


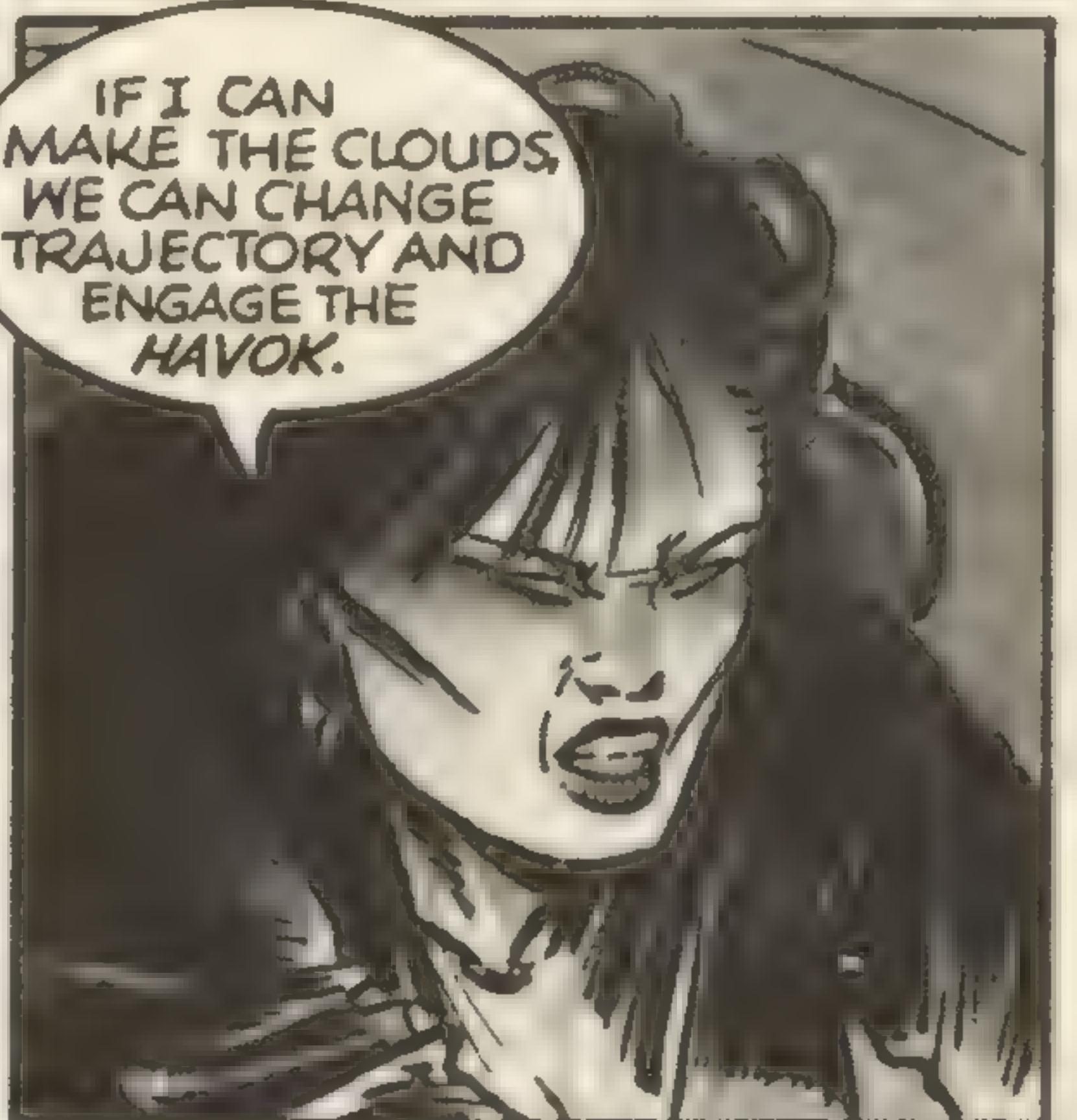
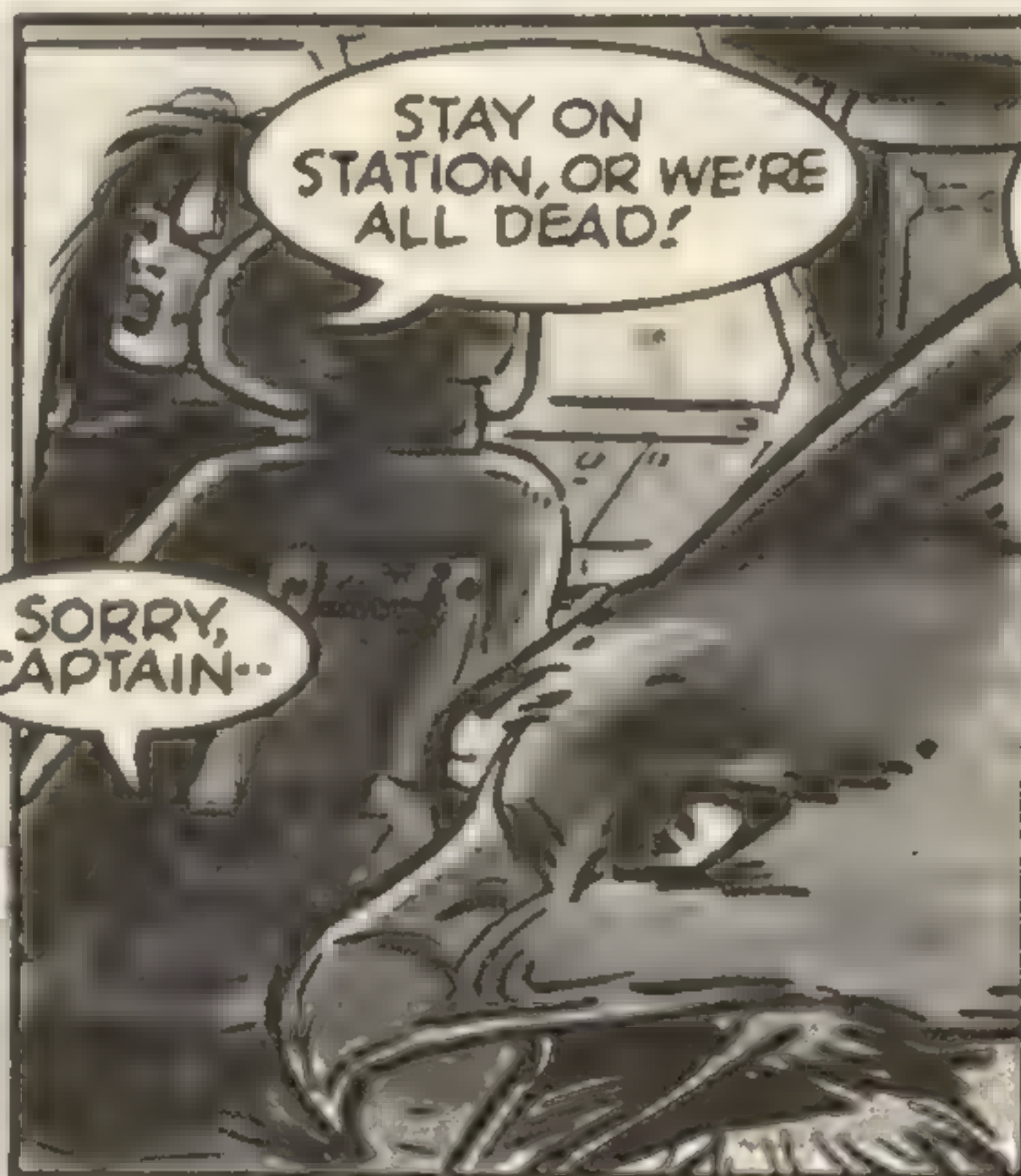
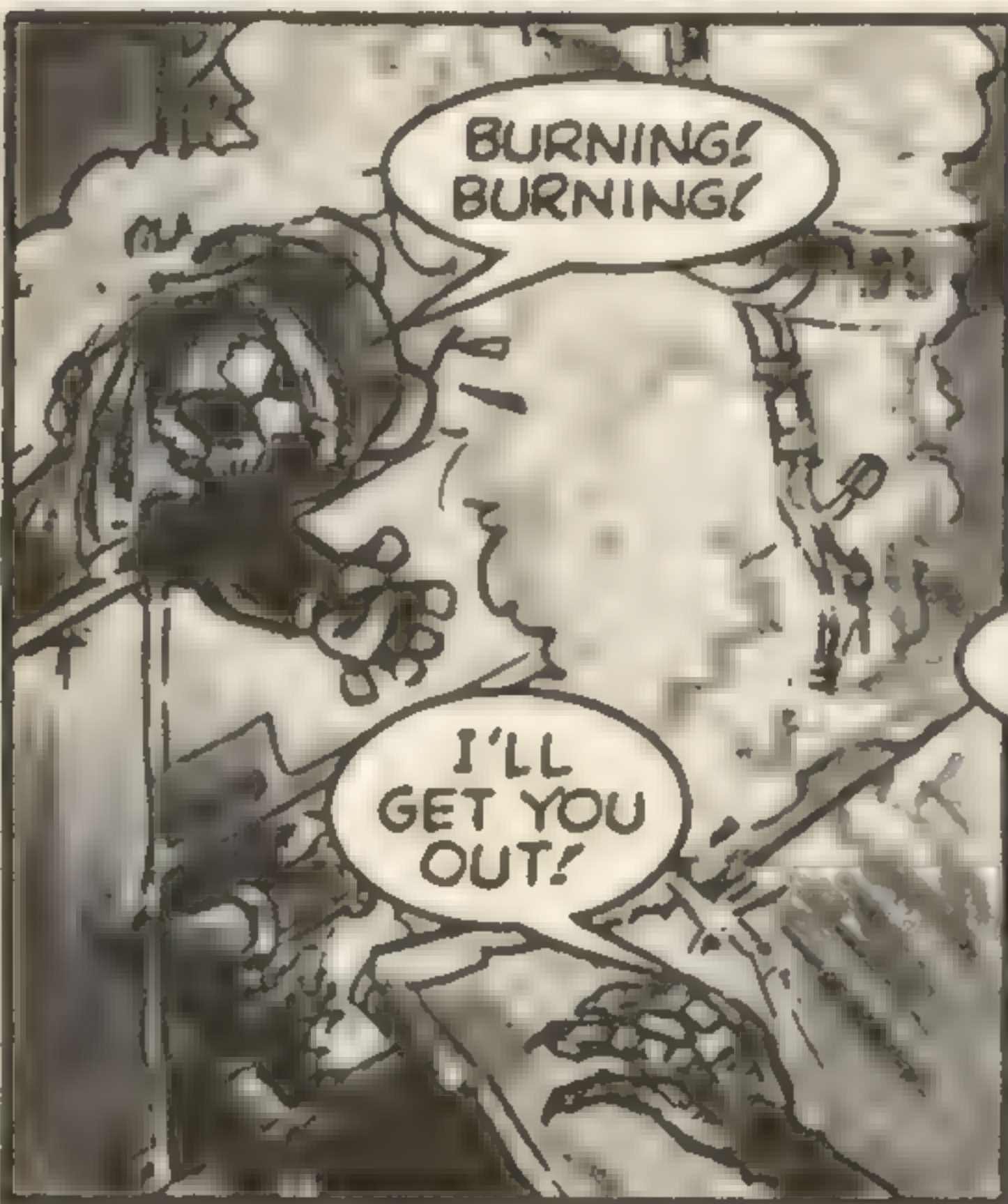
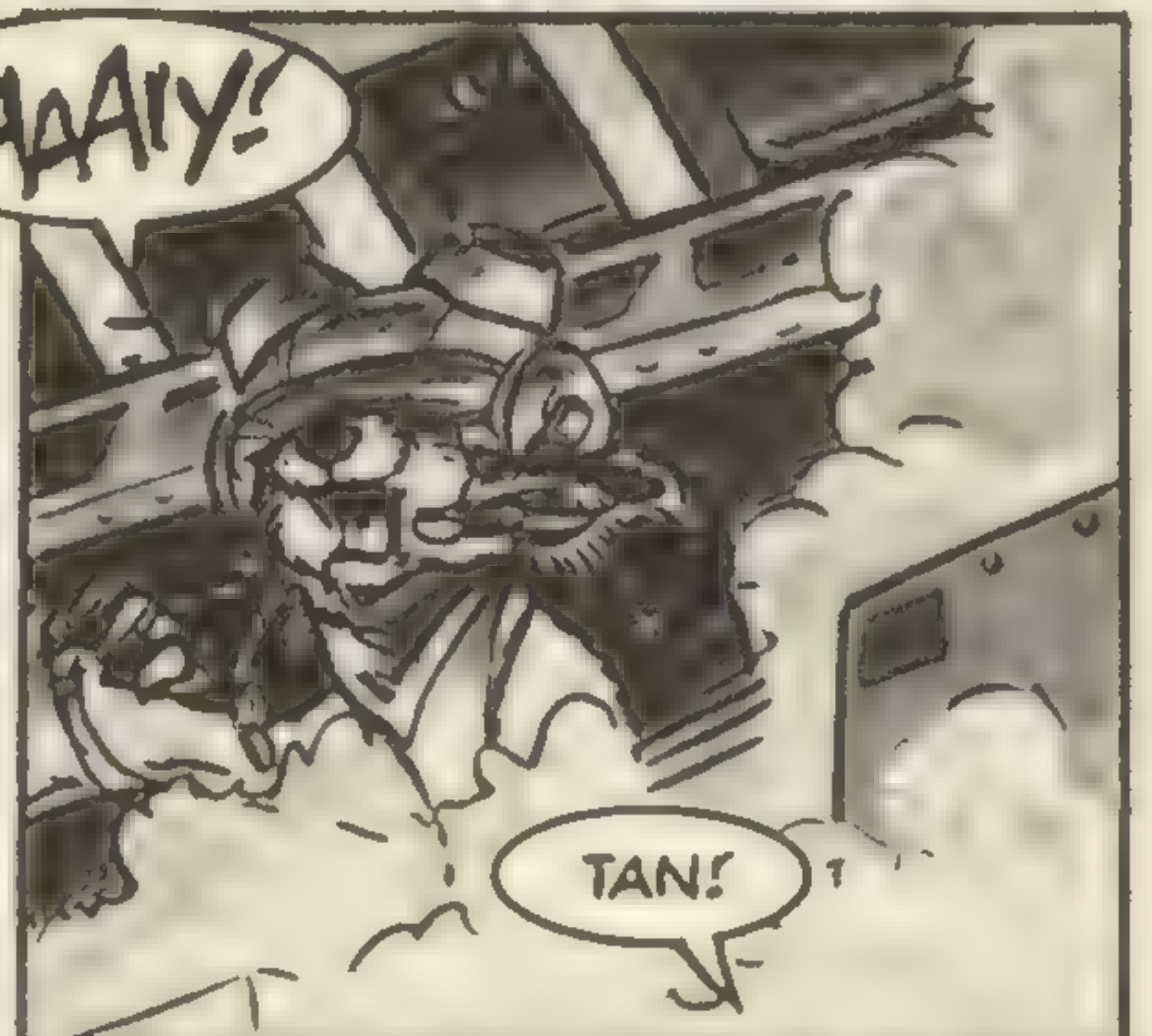
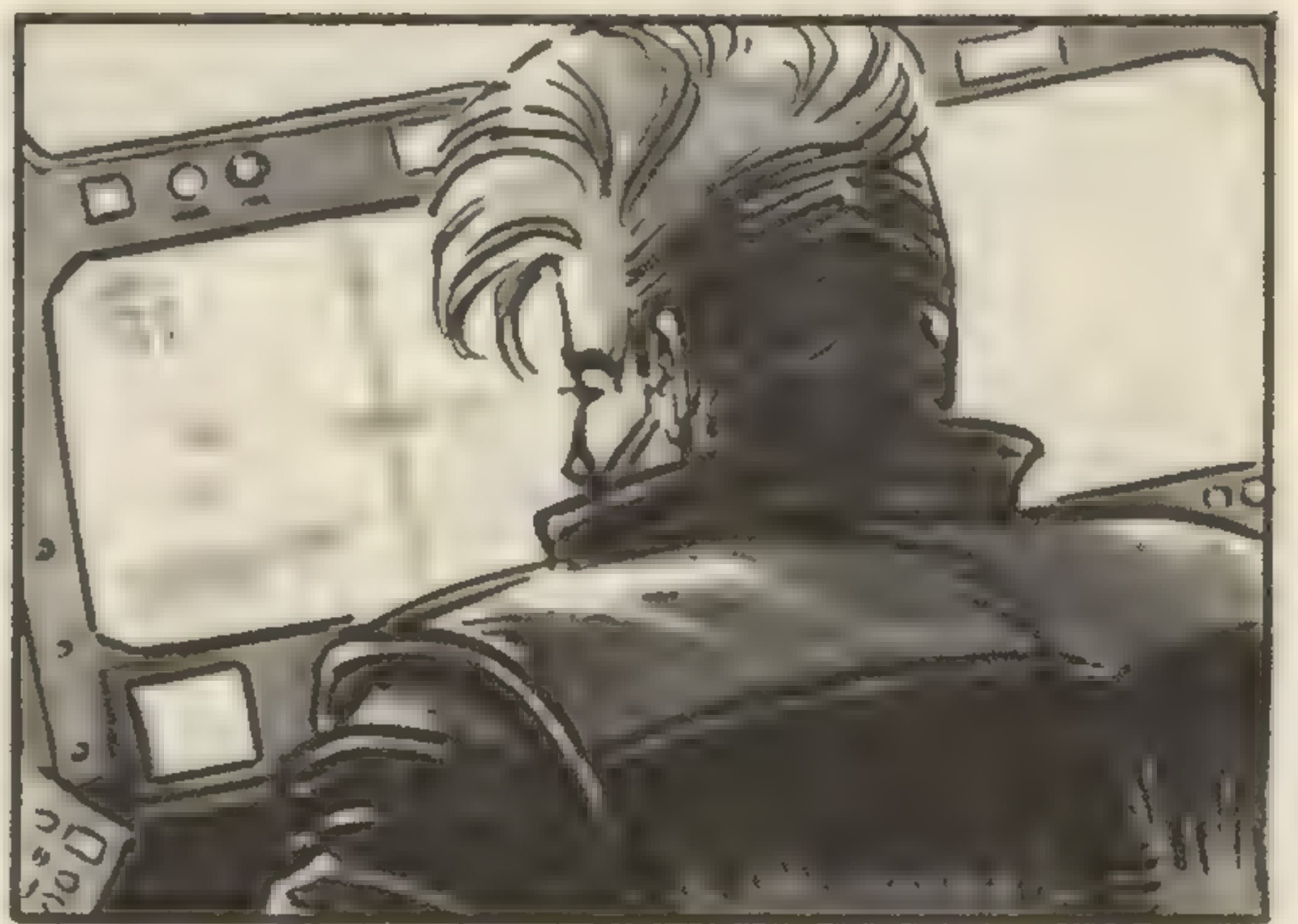


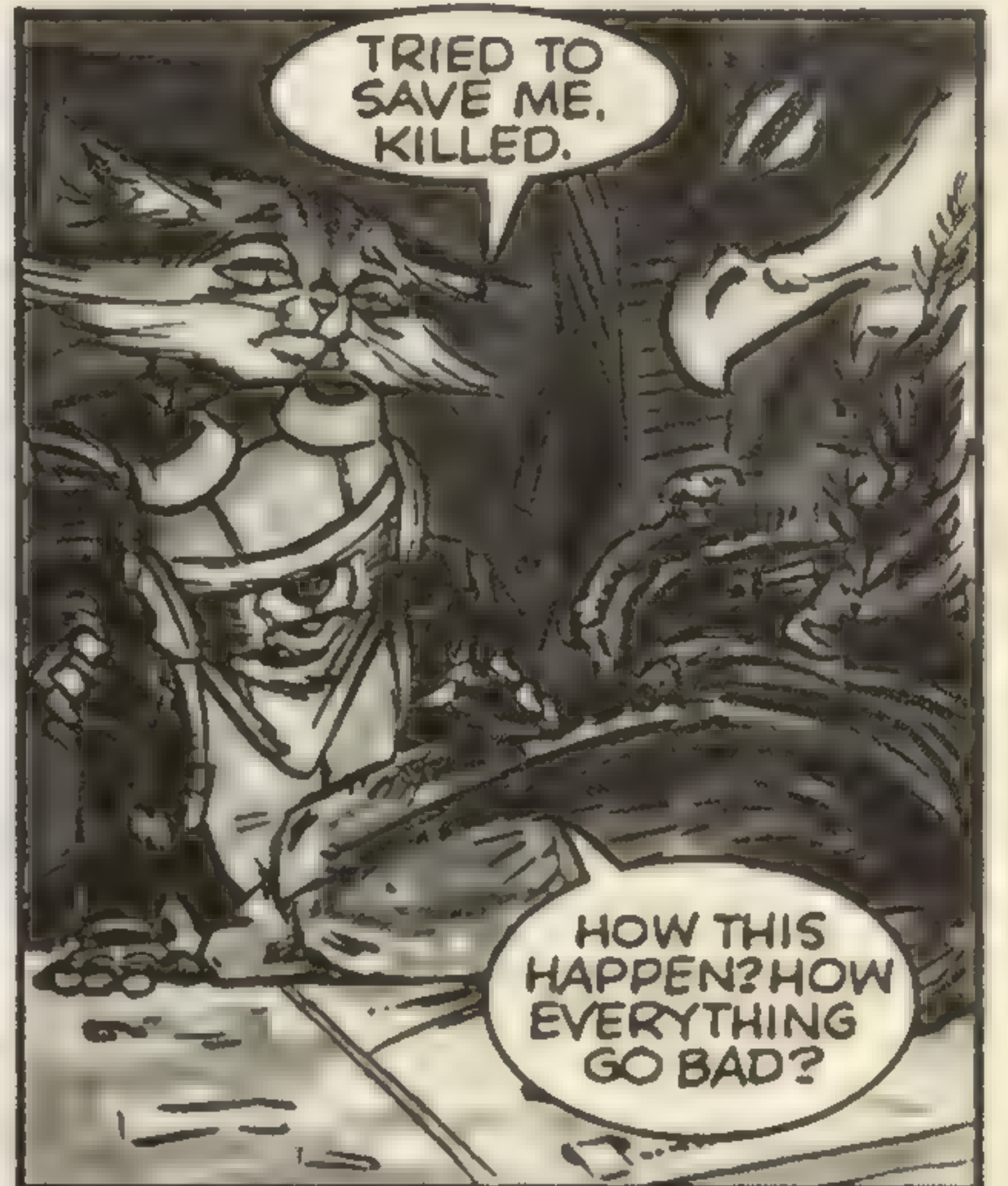
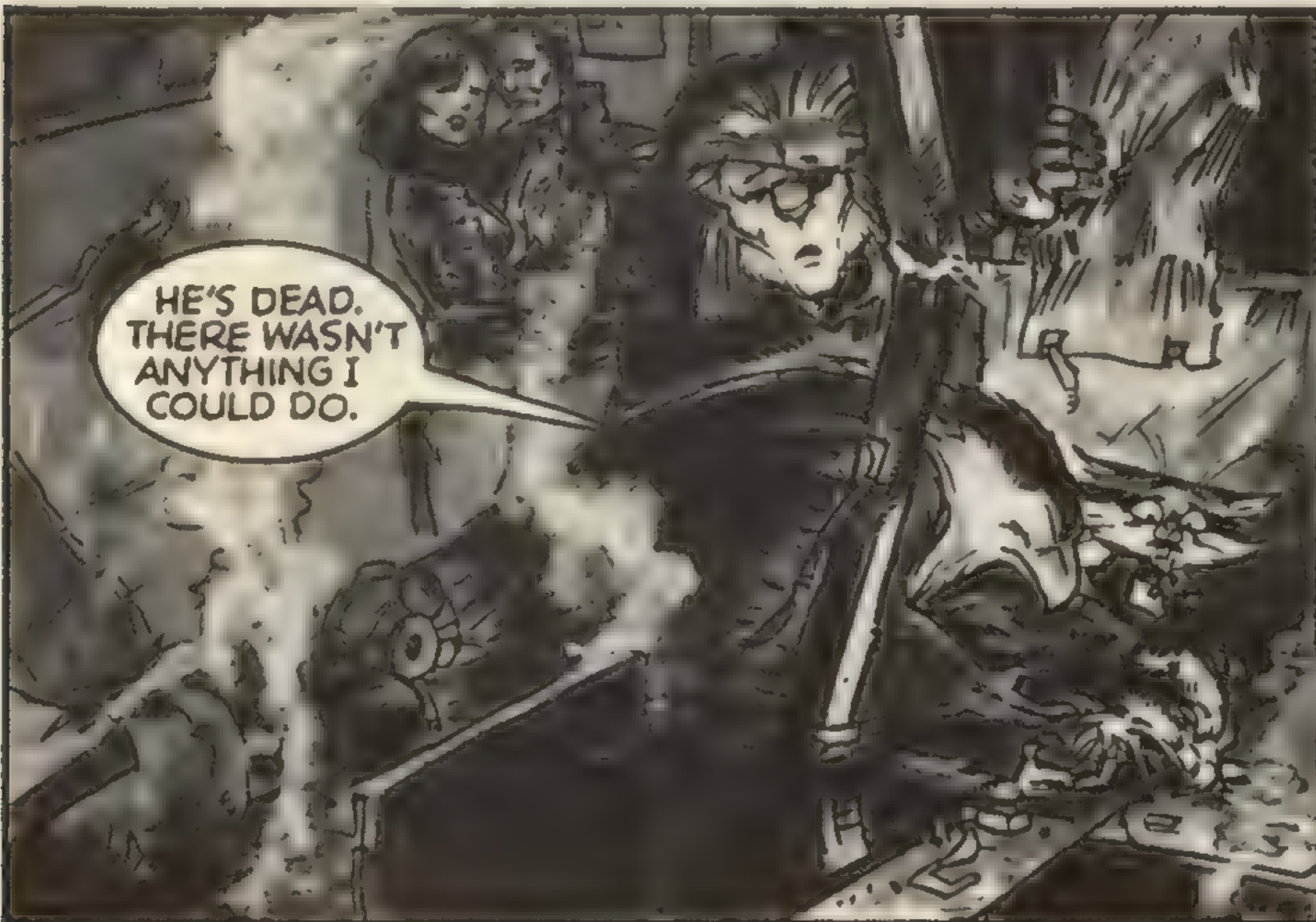
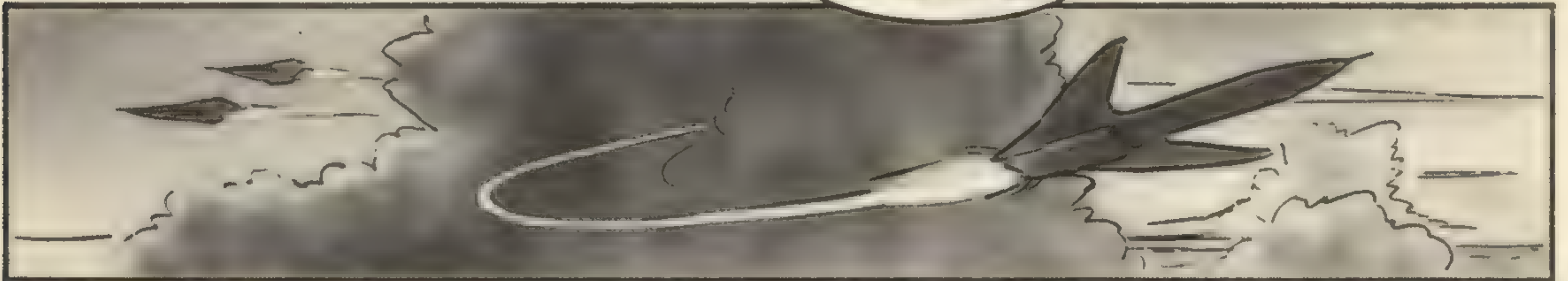
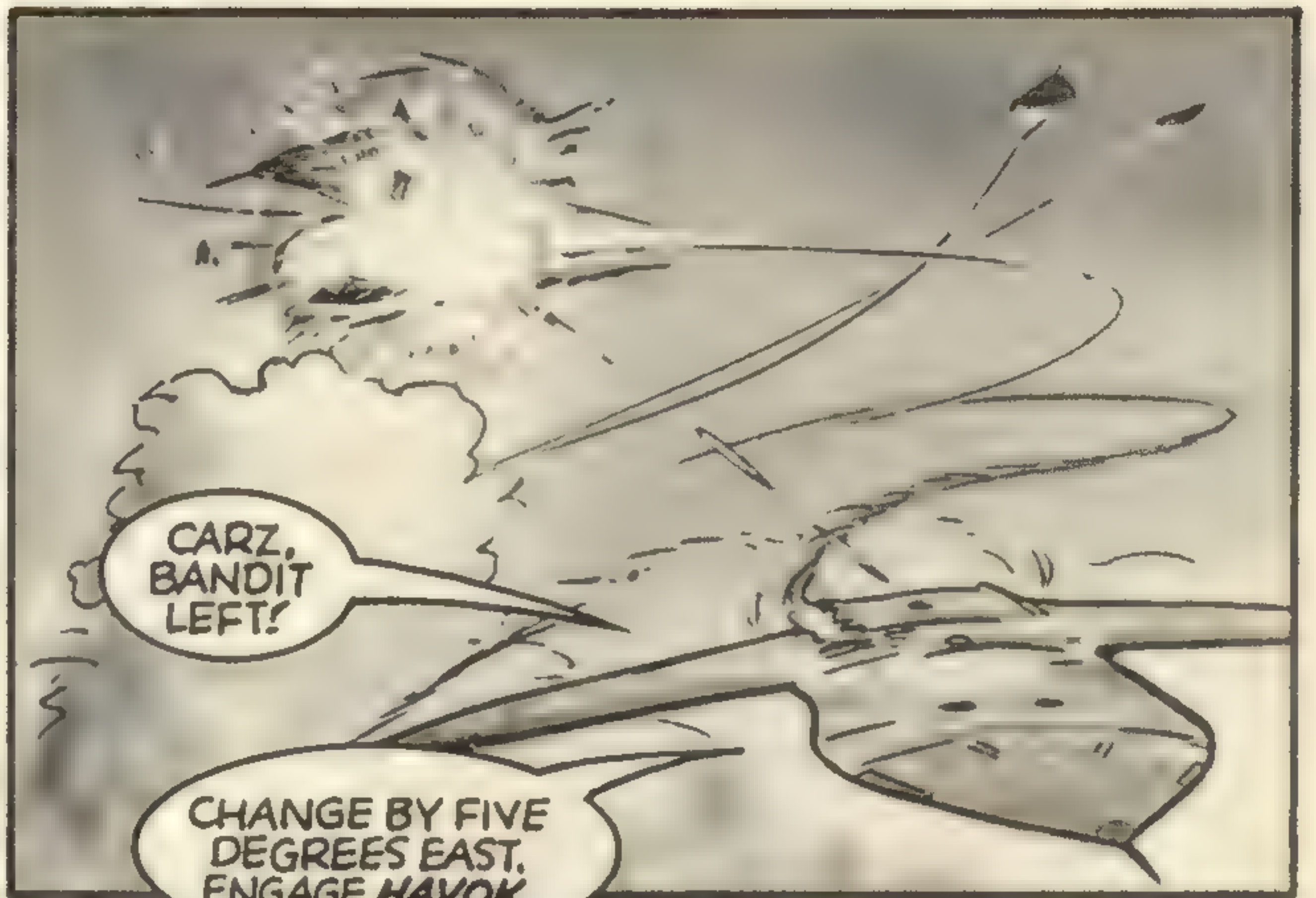
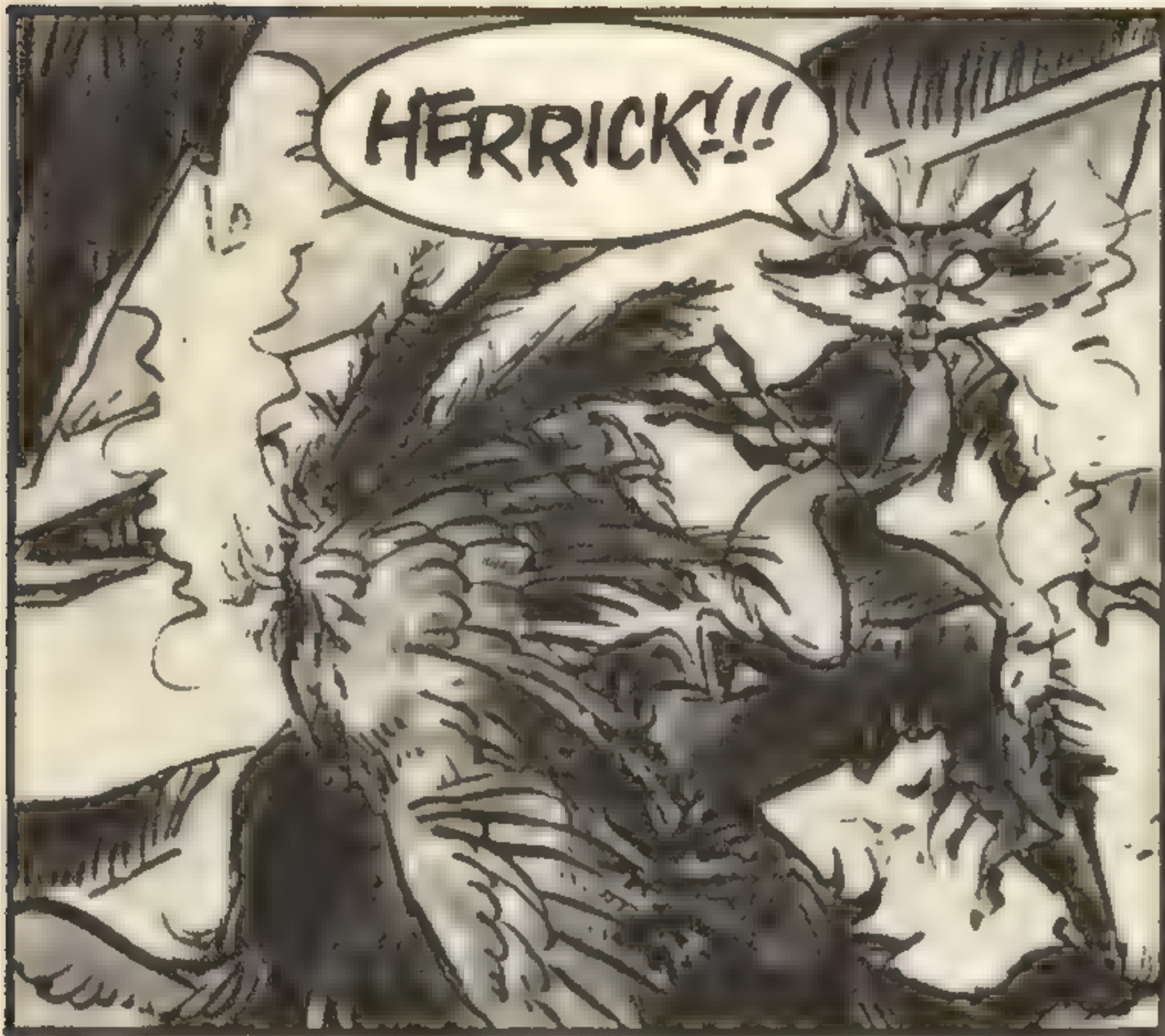












TO BE CONTINUED

ON SALE NOW AT YOUR LOCAL COMICS SHOP
AND AT SELECTED NEWSSTANDS

THE DREAMERY #3

The Carp of Easter
by Donna Barr



TAKE OFF



Dear FUSION,

I just finished reading the first issue of FUSION, and I thought I'd share my comments with you.

The story was pretty solid, although it seemed as if Steve Barnes was trying to cram too many ideas into one story. I got the feeling a couple of times that I'd missed something crucial pertaining to the main characters and their relationship to each other.

Also, a lack of contrast in the art made the story look as if it wasn't finished. This was most evident on pages 16-19. The layout was also a bit uneven. The bottom three panels on page 18 lacked impact, and I had a hard time trying to tell what was happening. I'm sure these problems will iron themselves out as the creators become more comfortable with the book. The story has a lot of potential.

Dr. Watchstop was terrific! In an industry dominated by super-hero this and that, the caricatured figures in "Unique Specimen" were a welcome change of pace. Please keep this guy around.

I'm looking forward to future issues.

Chris Bailey

4325 Cahuenga

Toluca Lake, CA

Thanks for the comments, Chris. We seem to be doing things a little backwards here: you'll get a lot more background material and characterization in the stories after "Soulstar Commission." And Ken will be around as long as he has the time to do Dr. Watchstop. Ken's a genius, eh?

-ln

Dear FUSION,

I rather liked FUSION #1. I had a little trouble getting into it, because the storyline didn't feel very tight to me. It sprawled around a bit, and left me feeling a bit confused as to what was going on. I would have liked to have a little more information on Skelos so that it wouldn't have seemed like such a stereotypical throwaway space opera setting. In some way which I wish I could describe better, I felt as if you'd decided not to bother to create a realistic setting, but had just decided to appropriate one from the nearest bad SF story. There weren't enough details to bring it to life. I didn't really like the scene with Indio and the muggers, because it didn't have anything at all to do with the rest of the story. The only purpose of the scene seemed to be to belabor the point that Indio is a real tough character. I felt like I spent most of the story just watching total strangers walk or crawl or run from panel to panel.

These are just complaints about lack of detail and characterization, so they're not very important at this point, because these things take time and can't all be done in one issue. This uneasiness I feel about the comic should dry up in a few issues as you give more detail and I get more familiar with the characters, and more concerned about them. I think that there is a good chance of this happening because there were a lot of things about this issue that I liked.

What I liked best was that all your characters, in the brief space allotted them, seemed like individuals. They weren't interchangeable. Dow in particular is a real neat character — smug but charming bastards in subordinate positions are a lot of fun to watch, especially when their superiors are hard, no-nonsense characters like Indio. The eagles both looked like noble creatures who were being tolerant of human frailties (although the eagle on the ship seemed a lot less fed-up than Haven, which figures since the eagle on the ship didn't have to put up with Dow). The lion was the veritable picture of a gruff old veteran; the cat practically oozed bright-eyed friendliness and devotion, and the gopher dog was composed of nothing at all but nerves and energy.



The art in this issue was really good. The creatures and scenery not only looked very interesting, but also looked very natural. I've seen comic books where the characters all seemed to be made out of cardboard, and where I couldn't tell what anybody was thinking or feeling unless I read the voice balloons. Not so in this case. **THESE** characters seemed to live and move on the page.

A word about the backup story, "Unique Specimen". It was really cute. It was an old joke, but it was a good joke anyway.

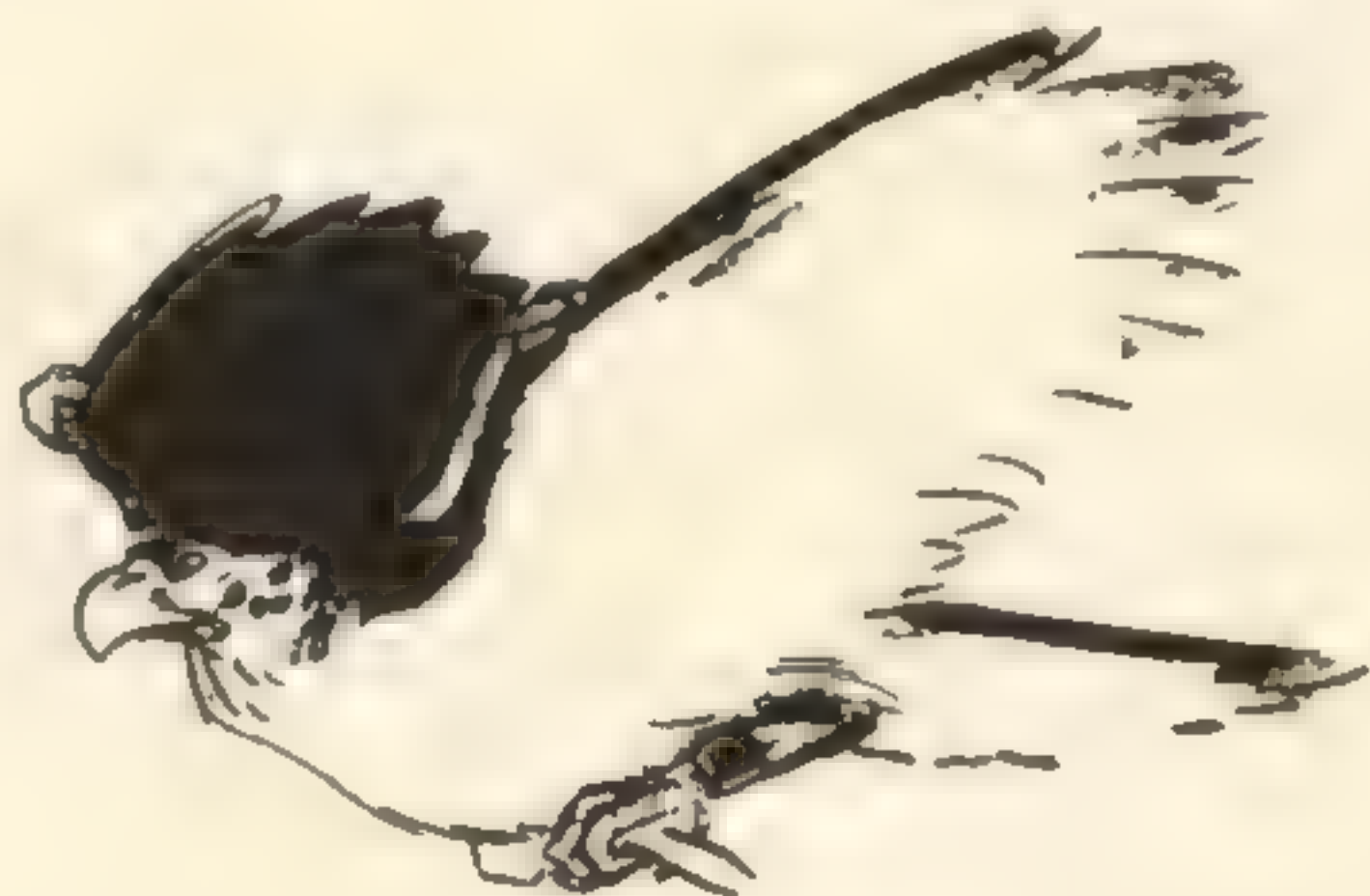
One thing I really liked about this issue was that it had a poker game in it! It was practically the sole reason I bought the book. I was paging through it at the comic book store, and as soon as I saw that it had a poker scene in it, I knew it couldn't be totally without redeeming value. Anyway, I think that, as a die-hard poker player, I should give a shot at your contest. (I don't expect to win, but if I do, I don't want the bowling ball, since I don't bowl.)

[Letter continues to describe poker game.]

J. Lynne Shalack
20 Uingsley Drive
Englishtown, NJ 07726

Dear Lynne,

You'll learn a lot more about the *Tsunami* crew and the various settings in subsequent issues of **FUSION**. Let us know how we do; we take the letters we get very seriously.



Dear **FUSION** Crew,

The first issue was so stupendous that it knocked me out of a 34 year apathy of never writing a response to a publication, be it newspaper, magazine or comic book. That fact that I've admired Lela's work for years certainly predisposed me to feel favorably, but the 24 pages of high-caliber work is enough on its own. Some aspects I enjoyed: great banter between the crew and others, Tan's tongue sticking out while he concentrates, the spider webs on the arachnid's word balloons, the quietly drunk turtle next to the boisterous six-legger in the opening panel, the zebroid with a hot-water bottle!

In essence, the care and attention to all details are highly commendable. I still notice new details on my umpteenth rereading. What I find most intriguing is the way the perspective keeps shifting. Much comic art is like a stage play, with one static perspective. **FUSION** feels more like an Orson Welles movie, with creative and impactful direction. The first panels on pages 2 and 3 being done from a low vantage point are examples of this choice of view.

I could comment favorably on just about all of the 140 panels, the shadows on Indio's face on page 12, or the sensory matrix activation on the same page, etc. etc. etc.

I hope **FUSION** goes on eternally!

(P.S. I purchase my Lela prints through Matrix in Danbury, Ct. Is that the best selection in the East? West? Does she sell originals?)

[Letter continues to describe poker game]

George Herman
28 Homestead Road
Holden, MA 01520

*Lela confirms that Matrix is a good place to buy her prints. Most of the artists in both **FUSION** and **The Dreamery** sell originals. They attend a lot of the West Coast science fiction cons (when they're not madly trying to complete an issue on time). Very soon now, we will be offering the original pages of **FUSION** for sale in these very pages. Watch this spot for details.*

Dear **FUSION**,

You should add Ken Macklin to your cover legend. Dr. Watchstop has long been one of my favourite strips on its infrequent appearances, and it's great that the great scientist has found a semi-regular backup spot.

As for the main feature, I have to admit that it was Lela Dowling's name that first attracted me to the strip, as I own her excellent "Dragons" portfolios. I don't know if she has done any other work in comics, but if not, then this is a fine debut. It's the first I've seen of Steve Gallacci's work – I've never seen a single copy of **Albedo** over here – but the two of them make a fine duo. I really like the various tones and shades of greys – is it done by hand-painting these shades in?

As for the story, the crew of the *Tsunami* seem like a typical bunch of space-hoppers, a likeable enough group. This issue served primarily as an introduction, so I'm interested to see where they'll go from here. I really like Indio, though she seems stuck with a stereotyped brainless hunk of a boyfriend. The alien members of the crew are much more interesting, probably because their alien forms make them an

unknown quantity. I hope that the girl with the knife sticks around, maybe as a stowaway. The atmosphere of the whole book, and Indio and her crew in particular, reminds me very much of Han Solo and company in the first **Star Wars** film. Steve Barnes has achieved the trick of making it seem natural to have so many intelligent races represented, without it appearing out of the ordinary. In a way, that's part of the dream for any lover of sci-fi and fantasy, and I count amongst that breed. As a result, I'm very much looking forward to the next issue.

Malcolm Bourne
87 Greenfield Gardens
Cricklewood
London NW2 1HU
ENGLAND

Dear Malcolm,

Zounds! -- a letter from England! I didn't think we got that far. Thanks for the kudos. The tones are mostly Steve Gallacci's work; he usually tones the art with either an Airbrush (for the "foggy" effects) or a brush and toner. The linework is all done with a brush by Lela and Steve and much of the layout is also Steve's doing.

Poor Dow. No one seems to like him now, both in and out of the story. He's going through some bad times and tends to be a tad melodramatic and romantic about it all. He's got some smarts, but it rarely shows.

Good idea about Ken's name on the cover. We'll do it!

Dear FUSION,

I'm not much of one for writing to comic books, though I think about it from time to time. Just don't have the time for it. But your contest intrigues me -- not only the prize, but the contest itself, being a computer game designer by profession, and an avid game player in my spare time.

The week before I picked up **FUSION** #1, I had been telling one of my roommates, who is a cartoonist in his spare time, about Steve Gallacci. Also that week, I received two Lela Dowling prints that I had sent for in the mail. Furthermore, I had been sitting in my basement digging through all of my possessions, which had recently arrived from Indiana, and found some of my old issues of **Quack**. I must confess that the Gilbert and Leiahola stories in there were my favorites, but when I saw Ken Macklin's work in **FUSION**, it looked mighty familiar. Sure enough, I leafed through **Quack** #5 and there it was -- "Planet of the Ducks".

All in all, **FUSION** shows a lot of promise. The thing that really impresses me is the quality of the writing. Good writing is much scarcer in comics than good art, though the latter is by no means common on the shelves of the local comic store. I do really like the way the main characters are drawn, particularly some of the alien crew members (the two bird characters, and the little guy with the aviator's cap). My only complaint would be that the backgrounds are a bit sparse, but all in all it's a first-rate offering.

[Letter continues to describe two poker games]

David "Dr. Cat" Shapiro
Address unknown

Dear FUSION,

As I was walking through my local comics shop, I noticed a new comic. At first I thought, "Great. Another way to waste two bucks." But I couldn't resist the temptation to peek inside the cover. I was honestly amazed. The artwork by Steve Gallacci and Lela Dowling intrigued me: the crisp jawline of Dow next to the one-eyed Carz. The hard beauty of the mystery woman contrasted with the oriental appeal of Indio. Needless to say, I no longer felt that I was wasting my money.

Upon returning home, I began to read my new comics. As always, I saved the best for last. That day, it was **FUSION**. Along with the art, I found an interesting and humorous story. Although many of the characters can be compared with those in **Star Wars**, (i.e. Han and Dow, R2D2 and Tan, Chewie and Carz), I feel that there is a potential for growth and diversity. I hope that Steve Barnes can expand this story out of the stereotypes.

[Letter continues to describe a poker game]

Kurt "Thumper" Blumer
29 E. St. Joseph Street
Rapid City, SD 57701



*That about does it for this issue. Thanks go to Gordon Garb, the unofficial assistant editor of this book and **The Dreamery**, and to Martin - Cameron, for help with the layout, and Orchestra the Whale for being our fourth for poker.*

— Lex Nakashima, c.e.

Contest:

Contest:

The contest this issue is going to be more straight-forward than the others. I am still rather embarrassed about the last contest I created (about toilets); I dread seeing the entries to that one. I have since decided not to make such important decisions at odd hours of the night (in strange states of mind).

So, with that in mind, I ask:
"What was the best advice that your Mother ever gave you?"

The usual rules apply: the most creative answer usually wins; the decisions of the judges are subjective and final; if I know you, you're probably ineligible, etc. The prize this month will be a page of original art from the comic AND a really stupid, candy-filled toy shark gun.

Poker Contest Results:

Judging the poker contest was kind of interesting. I was a bit surprised that so many of the games involved consuming massive amounts of alcoholic beverages. Many of the others had instructions that were a bit hard to read, let alone follow. Nonetheless, one evening we sat down and tried them out as best we could. Since we could only round up three players for this madness, we had Orchestra, the giant inflatable killer whale mascot, sit in on the games. The results were as follows: Gordon, the talking Garb, came out the big winner. He was followed by Orchestra and Martin. I was a little chagrined to have lost, for not only did I lose to Martin and Gordon, but I also lost to an inflatable killer whale — gak! I was also the only sober one at the end of the game, unless you count the whale. Life is tough, eh?

The creator of the winning entry is Eric Elliott, with his game, "Four-Handed Fusion Prime." The game goes like this:

Start with: a standard 52 card deck with no jokers; use standard poker betting, aces are high only.

- Sequence of Play:**
- Dealer declares high, low or both for this round.
 - All players ante.
 - The deck is shuffled, and 5 cards are dealt to each player. (Deal clockwise in the Northern Hemisphere, counter-clockwise in the Southern, across, left then right on an in-flight spacecraft, or on a tidal-locked moon.)
 - First round of betting.
 - Each player passes 2 cards to the player on his left. These cards are kept separately from the rest of his hand.
 - Second round of betting.

- Cards are drawn. Players cannot discard the cards that were passed to them.
- Third round of betting.
- Final draw: any player may now choose to discard both cards that were passed to him, by turning them face-up on the table. In return, the player receives one card face down, giving him a "short hand" of four cards. (four flushes and straights are worth more than a high card, but less than a pair.)
- Final round of betting.
- Then all hands are shown and the winner is determined. The winner gets the deal.

Special Rule: Buying a round of drinks for the table may be substituted for any player's ante.

Wild Cards: If a player has a pair of prime-numbered cards, then any card in his hand which is also prime, and of the same rank as the prime pair, is wild. (A "prime wild.") [For the purposes of this game, assume that two is not a prime number.] However, this prime wild card cannot be used to make the prime pair into three-of-a-kind. If a player gets a third or fourth card like the prime pair, then the prime pair has been broken, and does not make any wild cards.

Table of Prime Pairs, Prime Wilds

- Ace (one) — Three
- Five — Seven
- Jack (eleven) — King (thirteen)

Examples:

- Player has two fives and a seven, so the seven is a prime wild — but can't be used to make three fives.
- A player has two Kings and a Jack, so the Jack is a prime wild. The player is passed another King, which breaks the King prime pair, and the Jack is no longer wild.
- A player has two threes and two Aces. Either the Aces or the threes can be considered the prime pair. The other pair of cards are then both prime wildcards, but can't be used to make four Aces (or threes).
- A player has two Kings and a seven. Since the Kings are a different rank than the seven, the seven is not wild.

So much for the First Great Contest in **FUSION**. Send your entries for the current contest to:

FUSION
c/o Eclipse Comics
P.O. Box 1099
Forestville, CA 95436

Please make sure that your name and address are clearly readable on your letter.

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TOP OF THE NEWS



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ECLIPSE RELEASES 400TH PUBLICATION Crossfire #19 Is Landmark Issue

With comics shipping February 17, 1987, Eclipse Comics released its 400th publication. Founded in 1977, Eclipse has released more publications than any existing comics company started since the advent of the Comics Code.

The February 17th shipping group includes *Crossfire* #19, *Luger* #3, *Kitz N Katz* #5 and *ESPers* #4. "We chose *Crossfire* as our 400th title from among the four titles," said Publisher and co-founder Dean Mullaney, "because it's a title we have published for many issues, and Mark Evanier and Dan Spigle produce a comic of which we are extremely proud."

In addition to the landmark 400th publication, effective with the February 24, 1987 shipping group and *Airboy* #16 specifically, Eclipse will pass *Airboy*'s original publisher, Hillman Periodicals, on the all-time list of issues published.

"During 1986," Mullaney added, "we passed twelve publishers on the all-time list, including Ziff-Davis, Gilberton (*Classics Illustrated*) and Street & Smith. So far in 1987, we have just moved ahead of Hillman, and Avon will be surpassed in another week or two." By the end of March, Eclipse will be #27 on the all-time list of hundreds of publishers who have produced comic books over the years.

NINE BONUS PIN-UPS IN VALKYRIE!

Fans looking forward to the 3-issue *Valkyrie!* mini-series beginning in May will have more to feast their eyes on than just great art by Paul Gulacy and Willie Blyberg.

Each issue will also contain three *Valkyrie* Pin-ups by popular comics artists, including a special pin-up by the 1940s *Airboy* and *Valkyrie* artist Fred Kida.

Kida's pin-up appears in *Valkyrie!* #1, along with ones by Larry Elmore (who illustrates the upcoming *Airmaidens Special*) and Steve Leialoha.

Valkyrie! #2 features pin-ups by Bill Stout, Bo Hampton and Brent Anderson.

In *Valkyrie!* #3, the illustrations are by Bruce Jones, Tim Truman and Brian Bolland.

Truman, Snyder Are On The Prowl

Prowler is the latest title to be announced by Tim Truman and Chuck Dixon's 4Winds packaging firm. Written by Truman (*Scout*, *Airboy*, *Grimjack*) and drawn by J. K. Snyder III (*Fashion In Action*), *Prowler* features the all-out action and characterization that have made Eclipse's *Airboy* one of the most talked about series of the year.

The new monthly title centers on Leo Kragg, a violent masked vigilante of the 30s and 40s. Long since retired, Kragg sees the 80s as a bleak world of corruption and sets out to find a young man to become the new *Prowler*.

Prowler will be a 32-page monthly full-color baxter title. The first issue ships July 21 and retails for \$1.75.

Dringenberg, Chin Conjure Enchanting Mini-series

Enchanter, an eight-issue mini-series by writer Don Chin and artist Michael Dringenberg, has all the power to start another black and white craze.

"Mike and I are attempting to portray the fantasy aspect of comic books as never before. *Enchanter* is a powerful, dramatic work," said Chin. "We've been working on the project for almost three years."

"When most people think of elves they generally think of short, jovial redcheeked cherubs with big ears, riding on wolves. These are NOT the kind of elves that one will find in *Enchanter*. These characters are very serious, very realistic. There will be a lot of love, death and magic involved here," Chin said.

Michael T. Gilbert Explains 6-D Mr. Monster #10 Features First 3-D Story That Requires No Glasses!

Mr. Monster #10 is the long-awaited return of Dr. NoZone as well as the introduction of an entirely new twist in three-dimensional entertainment, a twist Mr. Monster's master, Michael T. Gilbert, has christened "6-D!"

Mr. Monster, Dr. NoZone, and all the backgrounds are drawn and colored in the usual full color, deluxe paper style. The monsters, and *only* the monsters, however, are in full, glorious 3-D!

"What you'll see, in effect," says Gilbert, "are 3-D creatures in front and behind a normal, full color Mr. Monster! It's never been done before—and even we aren't sure how it will turn out. (But if you can't stick your neck out once in a while...)"

Farland Creator Recalls Breaking Into Comics

Signing a contract with the third largest comics publisher in the United States was quite a shock for 19-year-old artist Chris Ware. He hadn't even sent in a proposal! But when Fred Burke, Eclipse's newest editor, moved from Austin, Texas to Eclipse's California offices, he couldn't stand to leave his favourite newspaper strip behind. So he proposed a *Floyd Farland*, *Citizen of the Future* graphic novel without even telling the strip's creator.

"I still don't believe it," concludes Ware, "and I'm sure they'll figure out their mistake soon enough. Still, I'm going to play along until they do."

Eclipse is very proud to present that mistake, *Floyd Farland*, *Citizen of the Future*, this coming April. A 48-page, squarebound, Baxter graphic novel retailing for \$2.95

TRUMAN, DIXON LAUNCH 4WINDS CREATIVE GROUP

Timothy Truman (creator of *Scout*, the *Time Beavers* graphic album, and, with John Ostrander, co-creator of *Grimjack*) and Charles Dixon (of *Airboy*, *Evangeline*, *Radio Boy*, and the *Axa* Comic), who together spearheaded the revival of Eclipse's popular *Airboy* title, now head 4Winds Productions, a creative packaging organization that will develop a series of new action-adventure titles exclusively for Eclipse Comics. The new line will premiere this June with the fantasy-adventure *Hotspur*, created by the *Grimjack* team of John Ostrander and Timothy Truman and pencilled by Karl Waller. Close on its heels will come two-costumed-hero titles, *Prowler* and *Strike!*, hi-tech para-military adventure with *Rangers: A.T.F.* (Anti-Terror Force), and *Winterworld*, a 3-issue science fiction adventure. The ongoing *Scout* title and three *Scout*-related special projects are already part of the 4Winds roster.

McGREGOR BRINGS BACK DETECTIVES INC. Mini-Series Features Pencils of Gene Colan

From the pages of Eclipse Comics to the silver screen and then back again, Don McGregor's *Detectives Inc.* returns in a new three issue colour mini-series with art reproduced from the pencils of Gene Colan. The popular duo is also responsible for the critically acclaimed *Ragamuffins* and *Nathaniel Dusk*.

Bob Rainier and Ted Denning, *Detectives Inc.*, are back in a gritty realistic tale of wife abuse. "Those who know McGregor's work will not be disappointed," says editor Dean Mullaney. "Don doesn't pull any punches."

The movie and new mini-series take up the lives of Rainier and Denning three months after the conclusion of the original graphic novel. "It takes their lives forward," says McGregor.

Comics and movies each have their strong points, says McGregor. "I think comics are harder to write. The mechanics of comics are constant. A screenplay isn't panel to panel, and scenes can vary in length. In comics, pages are single entities."

On the other hand, filming special effects created special problems for McGregor to solve. "In the comics you can do anything, all you need is a talented artist."

Colan's pencils, so hard to adequately ink, will once more appear as originally intended. "It's the only way to do them justice," says Mullaney, "though we were terribly lucky to get Steve Leialoha to ink our covers."

Detectives Inc. "A Terror of Dying Dreams" #1, the long-awaited new story, ships June 30, 1987.

Lars Calling Mars

Jerry Siegel and Murphy Anderson Team After 35 Years

The summer of 1951 saw two of comics' greats, Superman writer and co-creator Jerry Siegel and artist Murphy Anderson, working together on the only two issues (numbers 10 and 11, as it turned out) of a new Ziff-Davis superhero. It was a brief pairing, but a remarkably apt one. And the result? Why, *Lars of Mars*, of course.

"We talked at length about it," remembers Anderson. "It was an attempt to sort of have a character that was a cross between Buck Rogers and Superman. We liked it, thought it had potential."

"I hope Lars will go up and up to higher heights than in the 50s," sums up Siegel matter-of-factly. "Which will be easy, since he only had two issues then. I enjoyed very much writing it again, and I hope today's audience will enjoy it."

ECLIPSE FAN WINS \$1000⁰⁰

Florida Store Sells Winning Copy of Whodunnit?

Anthony Buscaglio, of Bradenton, Florida, has won \$1000.00 in cash from Eclipse Comics, for solving the mystery of *Who Slew Kangaroo?*, in issue #2 of Mark Evanier & Dan Spigle's *Whodunnit?*

When given the good news Buscaglio seemed calm, but later admitted, "I guess I'm kind of in shock." Not that he wasn't sure of his answer, however, for he also said, "I thought I got it right!"

Just think—next time we could be announcing *your name* here, along with the name of *your* local comic shop! Look for details and contest rules in *Whodunnit?* #3, shipping in April, and win \$1000 by solving the mystery of, "Who Offed Henry Croft?"

AXA: A Proven Seller

AXA, the creation of Spanish illustrator Enrique Romero, has gone through several changes of format, but has always remained popular with the public on both sides of the Atlantic. Originally a British newspaper strip, AXA became an enormous success in America through its compilation in the *First American Edition Series* published by Ken Pierce. Next came the *AXA Color Album*, with all-new material in a graphic album format. Now, Romero turns his attention to AXA in a 32 page color comic format, to be published bi-monthly by Eclipse Comics.

With new writer Chuck Dixon, known best for his work on *Airboy* for Eclipse, the AXA comic is guaranteed to be a big hit among science fiction and comic fans.

AXA no. 1 has been rescheduled to ship April 28, 1987.

Dr. Watchstop

IN
"MODERN CULTURE"

SO, ARE YOU
GONNA GO OUT
WITH MONIKA
ON SATURDAY?

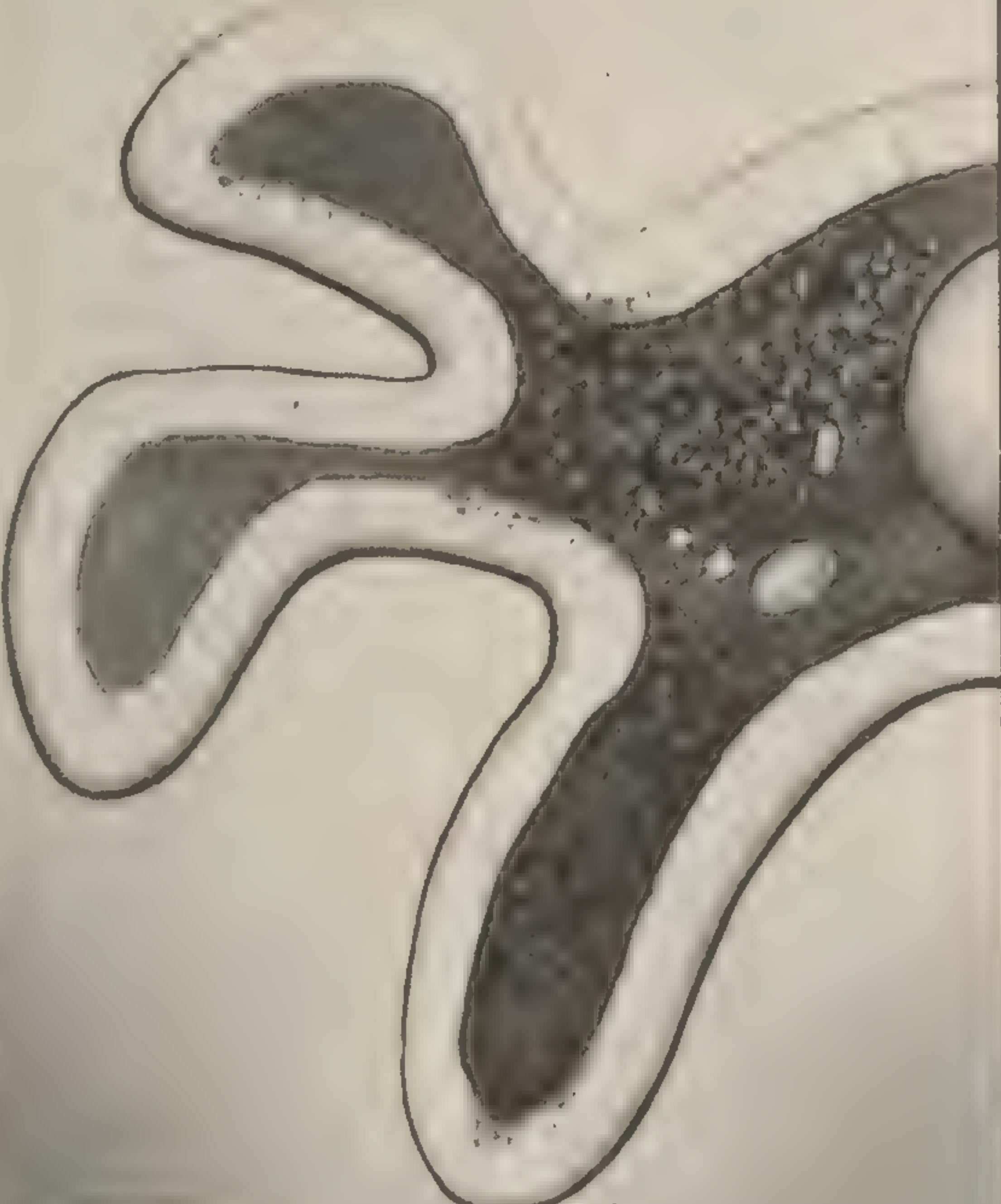
I DUNNO.
SHE'S BEING
REALLY WEIRD
LATELY.

WHAT
DO YOU
MEAN?

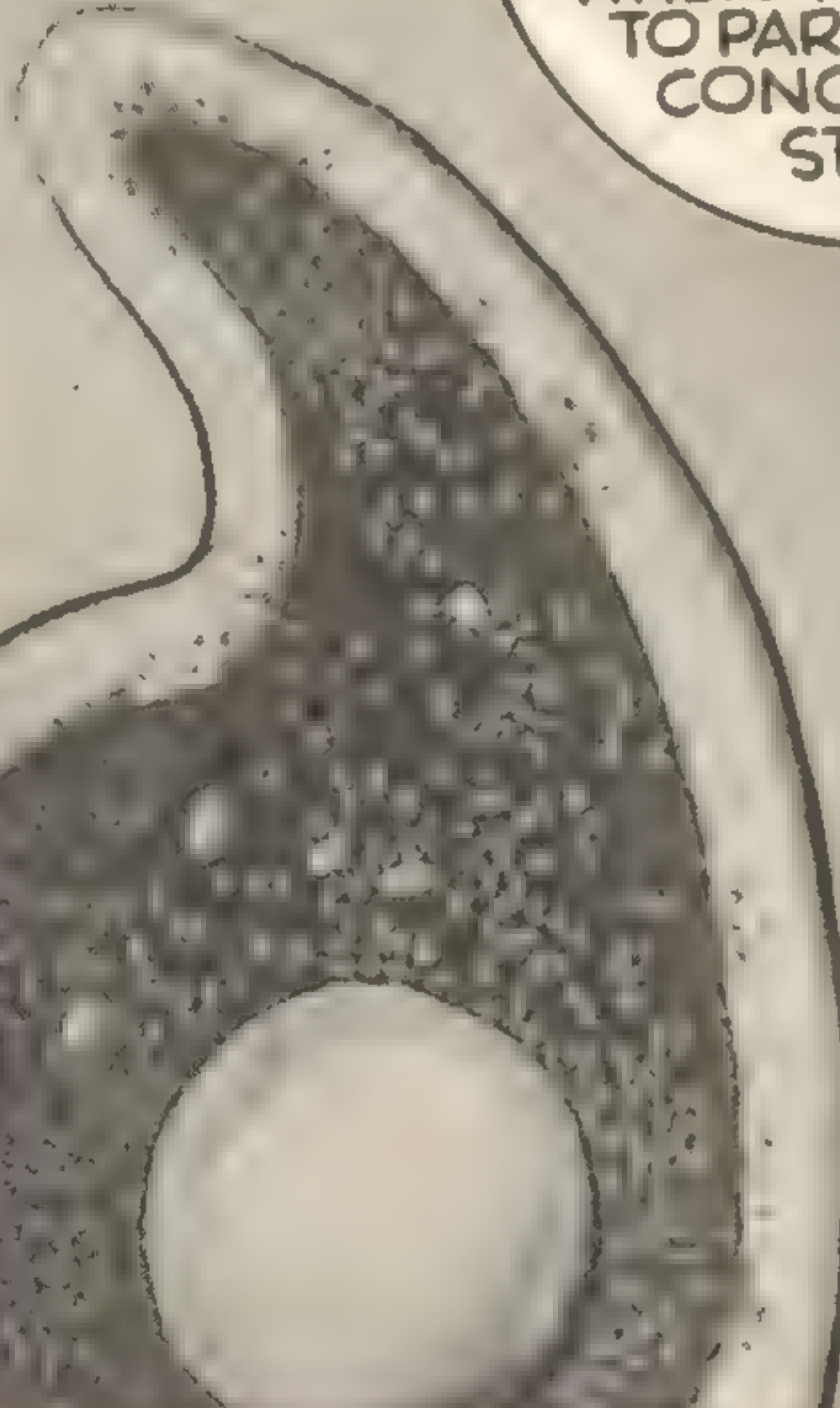
STORY AND ART BY KEN MACKLIN
LETTERING BY L. LOIS BUHALIS

WELL, SHE TOLD
BOB THAT SHE THOUGHT
I WAS HUNG UP ON BEVERLY,
AND BEVERLY WALKED OUT ON
ME 'CAUSE I WOULDN'T GO
ON A DIET AND I SPENT TOO
MUCH TIME ON THE PHONE.

SHE TOLD
ALL THIS TO
BOB?



YEAH, HOW DO YOU LIKE THAT? LIKE SHE COULDN'T TELL IT TO ME, LIKE WE CAN'T TALK IT OVER OR SOMETHING, NOOOO... SHE TELLS BOB EVERYTHING!



SO, DID YA ASK HER ABOUT IT?

WELL, NANCY SAID THAT MONIKA STILL HAS ALL THESE HANG-UPS FROM WHEN SHE WAS GOIN' WITH DAVE 'CAUSE HE'D, LIKE, IGNORE HER WHEN THEY WENT TO PARTIES AND CONCERTS AND STUFF.

NANCY SAID THAT?

SHE GOT THE WHOLE STORY WHEN DAVE PUT THE MOVES ON MONIKA'S SISTER PATTY, NANCY'S ROOMMATE.

OH?

SO, SHE'S, LIKE,
TELLIN' BOB THAT, LIKE,
I'M TOO UPTIGHT AND
CAN'T CUT LOOSE, AND
THEN SHE TURNS AROUND
AND TELLS NANCY THAT
SHE DIDN'T LIKE DAVE
'CAUSE HE WAS
SUCH A PARTYHEAD!

THAT'S
REALLY
WEIRD.

YEAH.

I CAN'T
UNDERSTAND IT!
THEY'RE NOT
REPRODUCING!

END

BACK ISSUES

BACK ISSUES ARE BACK IN STOCK!

We are happy to offer you back issues of Eclipse Comics and Albums. Because so many people have inquired about or sent money for material that is temporarily out of stock, we are listing the status of EVERY item Eclipse has ever published, whether available or not at this time. Check future ads, as new titles will be added and many "sold out" items will be back in stock as soon as we acquire copies to sell.

COLOR COMICS

AIRBOY	
1.....	1.00
2.....	1.00
3.....	1.00
4.....	1.00
5.....	1.50
6.....	1.50
7.....	1.00
8.....	1.00
9.....	1.50
10.....	1.50
11.....	1.50
12.....	1.50
13.....	1.50
14.....	1.50
15.....	1.50
16.....	1.50
17.....	1.50
18.....	1.50
ALIEN ENCOUNTERS	
1.....	5.00
2.....	5.00
3.....	SOLD OUT
4.....	2.00
5.....	2.00
6.....	2.00
7.....	2.00
8.....	2.00
9.....	2.00
10.....	2.00
11.....	2.00
ALIEN WORLDS	
8.....	5.00
9.....	5.00
AXEL PRESSBUTTON	
1.....	5.00
2.....	4.00
3.....	4.00
4.....	3.00
5.....	5.00
6.....	5.00
(Becomes Laser Eraser)	
AZTEC ACE	
1.....	SOLD OUT
2.....	SOLD OUT
3.....	5.00
4.....	5.00
5.....	SOLD OUT
6.....	SOLD OUT
7.....	SOLD OUT
8.....	SOLD OUT
9.....	5.00
10.....	5.00
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12.....	5.00
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14.....	5.00
15.....	SOLD OUT
BEDLAMI	
1.....	2.00
2.....	2.00
BERNI WRIGHTSON	
5.....	SOLD OUT
BOLLAND'S BLACK BOOK	
1.....	SOLD OUT
CAP'N QUICK/FOOZLE	
1.....	SOLD OUT
2.....	SOLD OUT
3.....	SOLD OUT
CHAMPIONS	
1.....	1.75
2.....	1.75
3.....	1.75

4.....	1.75
5.....	1.75
6.....	1.75
CROSSFIRE	
1.....	6.00
2.....	5.00
3.....	SOLD OUT
4.....	5.00
5.....	3.50
6.....	SOLD OUT
7.....	5.00
8.....	5.00
9.....	4.00
10.....	2.00
11.....	4.00
12.....	5.00
13.....	3.00
14.....	4.00
15.....	2.00
16.....	2.00
17.....	2.00
(Becomes B&W Comic)	
CROSSFIRE & RAINBOW	
1.....	1.75
2.....	1.75
3.....	1.75
4.....	1.75
DESTROYER DUCK	
1.....	4.00
2.....	3.00
3.....	2.00
4.....	4.00
5.....	SOLD OUT
6.....	SOLD OUT
7.....	SOLD OUT
DETECTIVES INC.	
1.....	5.00
2.....	5.00
(See also Graphic Album)	
DNAGENTS (OLD)	
1.....	4.00
2.....	3.50
3.....	3.00
4.....	3.50
5.....	3.00
6.....	SOLD OUT
7.....	3.00
8.....	3.50
9.....	3.50
10.....	SOLD OUT
11.....	5.00
12.....	5.00
13.....	SOLD OUT
14.....	5.00
15.....	SOLD OUT
16.....	SOLD OUT
17.....	4.00
18.....	5.00
19.....	5.00
20.....	4.00
21.....	4.00
22.....	4.00
23.....	4.00
24.....	SOLD OUT
(Becomes New DNAGents)	
ECLIPSE MONTHLY	
1.....	5.00
2.....	4.00
3.....	5.00
4.....	5.00
5.....	SOLD OUT
6.....	3.00
7.....	5.00
8.....	SOLD OUT
9.....	5.00
10.....	3.00

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LASER ERASER	
1.....	1.25
2.....	1.25
3.....	1.25
4.....	1.25
5.....	1.75
6.....	1.75
(See also 3-D List)	
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3.....	2.00
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3.....	3.00
4.....	3.00
5.....	3.00
6.....	2.25
7.....	3.00
8.....	2.25
9.....	2.25
MIRACLEMAN	
1.....	5.00
2.....	1.25
3.....	1.25
4.....	1.25
5.....	1.25
6.....	1.25
7.....	1.25
8.....	1.25
9.....	1.25
10.....	1.25
11.....	1.25
(See also 3-D List)	
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3.....	6.00
4.....	3.00
5.....	6.00
6.....	2.00
7.....	SOLD OUT
8.....	SOLD OUT
9.....	SOLD OUT
NEW DNAGENTS	
1.....	3.00
2.....	2.00
3.....	1.50
4.....	1.50
5.....	1.50
6.....	1.50
7.....	1.50
8.....	1.50
9.....	1.50
10.....	1.50
11.....	1.50
12.....	1.50
13.....	1.50
14.....	1.50
15.....	1.50
16.....	1.50
17.....	1.50
(See also 3-D List)	
NEW WAVE	
1.....	1.00
2.....	1.00
3.....	1.00
4.....	1.00
5.....	1.00
6.....	1.00
7.....	1.00
8.....	1.00
9.....	2.00
10.....	2.00
11.....	2.00
12.....	2.00
13.....	2.00
(Continues in 3-D)	
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3.....	2.00
4.....	2.00
5.....	2.00
6.....	2.00

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8.....	2.00
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3.....	2.00
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3.....	2.00
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4.....	3.00
5.....	2.50
6.....	4.00
7.....	4.00
8.....	2.50
9.....	4.00
10.....	SOLD OUT
11.....	4.00
12.....	5.00
13.....	4.00
14.....	4.00
(See also Graphic Album)	
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1.....	2.25
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1.....	2.50
2.....	3.00
SCOUT	
1.....	5.00
2.....	3.00
3.....	2.00
4.....	2.00
5.....	2.00
6.....	2.00
7.....	2.00
8.....	2.00
9.....	1.75
10.....	1.75
11.....	2.00
12.....	2.00
13.....	2.00
14.....	2.00
15.....	2.00
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3-D 2..... 2.75
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3-D 1..... 2.75
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3-D 2..... 2.75
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3-D 1..... 2.75
Non 3-D 1..... 5.00
3-D 2..... 2.75
Non 3-D 2..... 5.00

3-D 1..... 2.75
Non 3-D 1..... 5.00
3-D 2..... 2.75
Non 3-D 2..... 5.00

3-D 1..... 2.75
Non 3-D 1..... 5.00
3-D 2..... 2.75
Non 3-D 2..... 5.00

3-D 1..... 2.75
Non 3-D 1..... 5.00
3-D 2..... 2.75
Non 3-D 2..... 5.00

3-D 1..... 2.75
Non 3-D 1..... 5.00
3-D 2..... 2.75
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Non 3-D 1..... 5.00
3-D 2..... 2.75
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3-D 1..... 2.75
Non 3-D 1..... 5.00
3-D 2..... 2.75
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3-D 1..... 2.75
Non 3-D 1..... 5.00
3-D 2..... 2.75
Non 3-D 2..... 5.00

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3-D 2..... 2.75
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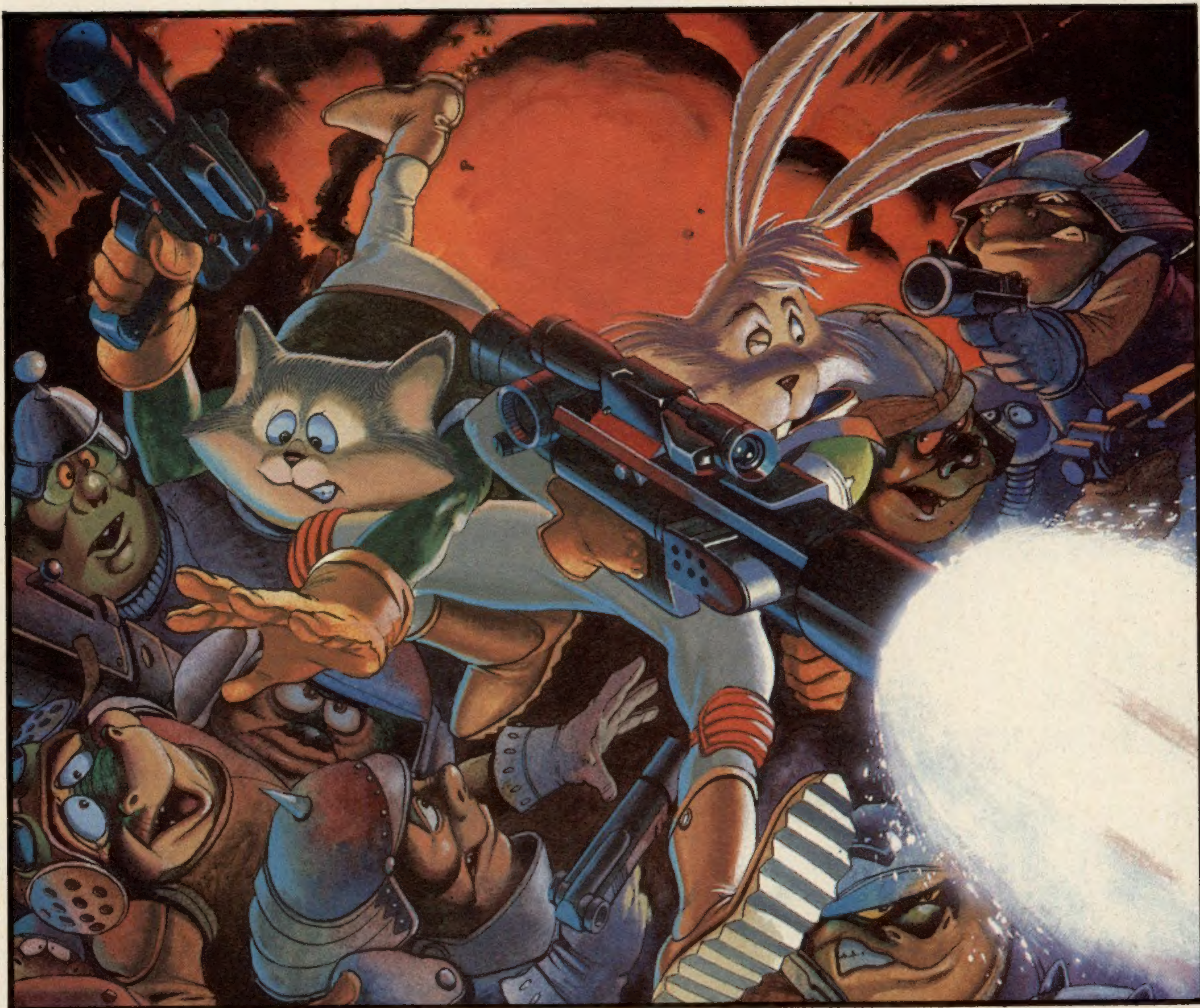
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